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✓ All top N64 games tested ✓ Best Pokémon info ✓ Most N64 tips

£2.99 APRIL
ISSUE 103

HERE AT LAST

p12

POKÉMON

GOLD & SILVER

The best Game Boy
adventure ever!

**MARIO BROS.
ADVANCE**

Awesome new shots of
Mario's Advance adventure



CONKER'S BAD FUR DAY
We've played the
rudest N64 game!



p6

PAPER MARIO
Mario's back
on your N64



p78



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STANDS
BETWEEN
YOU**

...&

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Quick flick! ▶▶ Please check out the e-mail rules on p70 before you write to us!

Nintendo 3

Only in this

Nintendo

OFFICIAL MAGAZINE

Pokémon Gold and Silver

✓ First UK review ✓ All you need to know

We show you...

- The latest Pokémon
- New Trainer gadgets
- Worlds of wonder
- New heroes and villains

Go to
page 12

Conker's BFD

He's lewd, crude and more than a little bit rude! Conker's here!

Go to
page 6



GAME NEWS

✓ New games ✓ First and best

Aidyn Chronicles, Animal Forest, Chu Chu Rocket Advance, Indiana Jones, Puyo Puyo Advance, Rayman Advance, Sonic Advance, Paper Mario ▼

NEW FOR
GAME BOY
COLOR

NEW FOR
NINTENDO 64



GAME BOY ADVANCE

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page 78





REVIEWS

Go to
page 24

✓ Every new game out this month **Star Wars Episode One Battle for Naboo** page 30 ▼

Feel the Force in the latest Nintendo 64
Star Wars Episode One space blaster.



Rugrats in Paris page 30

The ankle biters are
back for more
Nintendo fun 'n' thrills.
Join them in Paris! ►



The Awesome Collection page 33

If you're a hardcore
Nintendo 64 fan, read
about all the stuff you need
for the ultimate collection.
If a game isn't in here, it
isn't worth having! ►



BLAG FEST

Go to
page 72

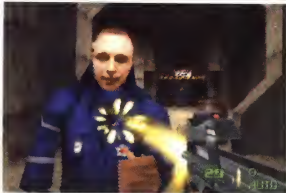
This compo's bigger than ever!

- The first UK copies of Pokémon Gold and Silver. Play the games first!
- Hilarious Tweety Pie videos
- Horrible Boglins toys
- Batman of the Future videos

GAME GUIDES

✓ Play to win every time!

TWINE ▼ page 52



Puzzle League page 62

Beat the game with our cool guide!

Majora's Mask page 64

Solve the game's toughest puzzles.

Official Tips page 44

Your Tips page 48

Your Scores page 50



FREE GAME BOY MAGAZINE

✓ First and best

Mario Advance page 14

Awesome new shots of Mario's
Game Boy Advance quest.

Harvest Moon 2 page 2

Get back to nature with this ace
Game Boy farming sim.



**Big Game****✓First play ✓Hilarious characters ✓Rude 'n' crude**

Conker's Bad Fur Day

Pack off your parents and keep your Granny from your door. The rudest ever N64 creation is burping and swearing like nothing you've ever seen before.

Game Info

By: **Rare**
Type: **3D Platformer**
Release: **Late March**

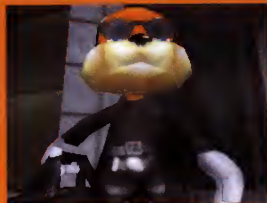
Animal matters

He might look cuter than your average Pokémon, but just you wait 'til you see the sharpest wisecracker to ever hit the N64 in action!

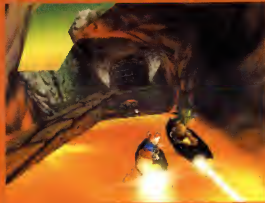
Conker's arrival has turned the super cute world of Rare adventures well and truly on their head, with trash talking characters and toilet humour aplenty.

Older gamers are in for a ball as they try to help Conker get over the mutha of all hangovers, with just a frying pan to save his bacon against the onslaught of baddies.

Nothing's what it seems in this party animal's world so, if you've got the gall and a strong stomach, let's get down to business. And remember, this ain't one for the kids...



▲ Are you talkin' to me? Forget the Conker you saw in Teddy Kong Racing, this squirrel's had a big makeover and is ready to kick butt.



▲ Blast off into a world of hover boarding cave-men, revolting bosses and filthy language your Mum would be ashamed of. But we love it!



Warning! Foul Language!



Oh, what a night!

Take the platform action of Banjo Kazeoole, add a dash of Perfect Dark blasting and you'll get an idea of what Conker's all about.

You first see Conker, as a king, sitting slumped in an giant throne where he begins to tell the story of how he got there.

The night before he ended up in his favourite watering hole with his mates, drinking the hours away before they headed off to fight in a war.

He eventually staggers outside where a cloaked shadow drags him down an alley where he blows chunks and passes out.



▲ Conker doesn't look too clever on his pins. Better get some black coffee down him.

DOESN'T LOOK TOO GOOD TONIGHT.



▲ Outside, a black shadow looms above Conker. Not knowing what's going on, and feeling a bit worse for wear, he faints. Now you're ready to take up his adventure...

Crazy cast

Rare's talent at creating hilarious characters for their games is mind blowing, and they've really come up trumps again.

Conker's BFD is bursting with brilliant creations at every turn, some wild and wacky, while others rude and extremely crude.

You've no doubt been itching for months to see more of Conker's pals, so let's go and meet some of the crazy gang...



Conker

At last, the blue eyed squirrel takes centre stage. But behind his cute looks lies a gutter talking, booze swigging individual with an real appetite for life. What a star!



Berri

Conker's sweetheart looks mighty fine with her straight from the salon hair and super cute looks. Make sure you don't cross her though as she's also got one vicious temper on her.



Birdy

This unsteady scarecrow loves to hit the bottle and is usually so wobbly on his pin that he looks ready to collapse. He does offer plenty of useful advice though, so pop along and see him.



Franky

One of the friendliest dudes in the game, this pitchfork doesn't have many brain cells to rub together. Watch out for his mates Ron and Reg, the paint pot and brush. They're hilarious!

This time it's war

The whole cartoon quest revolves around a story Conker remembers overhearing in the pub during his night on the tiles.

Two squirrels have heard that an army of evil teddy bears, the Tediz, has ruthlessly invaded the grey squirrels' homeland.

But the ickle rodents aren't going to give up without a fight, and their generals have decided to hit back. Only you can help!



▲ Down in the pub Conker rings his girl, Berri, to tell her what he has overheard.



▲ The army of Tediz is a extremely vicious, and our bushy tailed hero must stop them.

Meet your maker

One of the strangest characters you'll meet in Conker's BFD is Death himself. Just make sure you listen to his words.

With the onset of war, the Grim Reaper has been seen around the neighbourhood quite a lot and he's got some stories to tell.

No one wants to meet Death, but you'll certainly come across the old bag o' bones more than once. Don't get scared!



▲ You'll first get to meet Death when you eventually stagger out of the pub.



▲ With his razor sharp scythe, don't mess with the dark side. Listen carefully, Conker.

Slippery customer

Everywhere you look, Conker is packed with side splitting gags. And just wait until you see the bosses!

If you've ever wondered what happens to your poo when you've done the business, you're gonna find out!

This foul talking dump is absolutely steaming mad when you meet him, and you'll need to throw giant loo rolls to flush him out.

Just make sure you hold your breath 'cos it's gonna get really smelly when you're there.



▲ Meet the smelliest boss you'll ever fight on your N64. This giant poo looks absolutely disgusting!



▲ Scattered around the cavern are loo rolls which you'll need to chuck at the poo to wipe him out.



▲ Please shut your mouth! Dumps don't come much bigger than this and you'll need a gas mask if you go anywhere near him. Must have been the curry last night, eh?



Panther King

The story goes that the fabled leader came to the throne 300 years ago during the final battle of the Milk Wars. You'd better not cross this mean 'n' moody lord of the jungle. He's nasty!



Mr King Bee

This kind creature loves to hit the bottle and is the husband of Mrs Queen Bee. Unfortunately he's done a runner and his wife has been left to defend her hive from enemy attack.



The Beetles

Nope, not the world famous John, Paul, George and Ringo, but Teza, Baza, Noza and Jiza. The fab four love nothing better than to roll around in poo all day long. Disgusting or what?!



Carl

Meet one of the most offensive characters on your travels. Old Carl's got a much nicer cog sidekick called Quentin, but they are always bickering with each other over everything.

Spill some claret

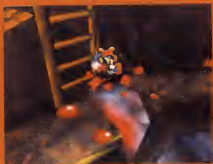
As Conker's aimed at an adult audience, there's plenty of action for older Nintendo64s to enjoy.

When you battle it out with the evil Tediz, poor old Conker loses plenty of blood, and believe us when we say that it doesn't look pretty. Every time you get cut or shot, Conker's guts spill all over the place and chunks of flesh splatter the surrounding area. It's gross!

Globs of scarlet blood will also splash on the floor, making it one of the most revolting splat 'em ups we've seen for some time. Close your eyes if you're squeamish!



▲ Oh no! Conker's helpless from being thrown ten feet in the air as a Tediz direct hit smacks home. Don't worry though, dust yourself down and get after them!



▲ AAAAAARRRRGH! Keep your eyes peeled for anything that stands in your way or Conker's gonna get it in the neck big time. Just watch that blood spurt everywhere.

Race the river

Wave Race 64 is one of the most original racers to come out over the last few years, but it might just have found a match in Conker's Bad Fur Day.

In Hot and Fast you can clamber on a jet powered hover board and go for broke performing tricks above a roaring river of sizzling molten lava.

You can even pull bones from Conker's pocket and try knocking out opponents as you fight it out for supremacy. Just be careful you don't come a cropper down below!



▲ Surf's up, Conker! This white knuckle racer is just what all you speed freaks are craving.



▲ This unforgiving track is no place for rookies. The boards zip over the lava and you'll need to stay in control.



▲ To make the races more fun you can challenge spiky haired caversmen. If you get within shooting range, try chucking a bone at 'em. Watch out for the dino's foot, though!

Blaster master

If you've got a pal you wanna help out, then one of the best hell raising multiplayer modes is Conker's Shell Shock.

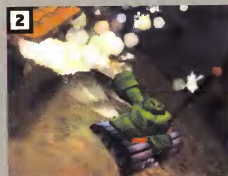
Your crazy mission, should you choose to accept it, is to use any dirty trick in the book to blast your enemies into pieces.

Look out for pick ups to collect as you fight your way around the arena, including a sniper sight, bigger bullets and better speed.

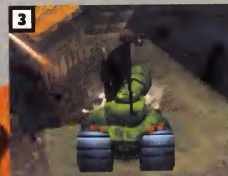
There's even a cooperative mode where one player controls the turret and the other the tank.



▲ Watch that nuke fly through the air! Your opponents won't be able to make it across the bridge now. Use your good advantage point to take them out.




▲ In the Cooperative mode, one of you can take control of the mean machine, leaving your pal free to blast everything in your path. Have some of that!



▲ Watch out! Enemy fire is coming in from all angles, so get across the ledge sharpish.

We think...

We've been crying out for a more mature Nintendo game and, with its filthy jokes and disgusting baddies, **Conker's BFD** will be a better. Just don't let Mum see it!



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not
to go to university?**

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*see (a) above

✓ All new games out in the UK ✓ More shots than any other mag

New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44** Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



GAME BOY

Pokémon Gold & Silver p12

The greatest GB adventures ever made are here! Can you catch 'em all... again?

NINTENDO 64

Star Wars Episode One

Battle for Naboo p24

Use the Force and crush the Trade Federation!

Rugrats in Paris p30

The world's most famous ankle biters are back in their latest N64 party game.

Game Info

Price: **£24.99**

Release: **6 April**



The best thing ever to hit the Game Boy has just upped the stakes, giving you an adventure that's simply out of this world.



Right here, right now

So, you've completely finished the Red, Blue and Yellow versions of Pokémon, with all 151 beasts at Level 100. What's left for the Master Trainer who's got everything...?



▲ Right from the wicked intro sequence, you know it's gonna be cool.



▲ Bet you can't wait to see what all the fuss is about. We think you'll be impressed.



▲ One hundred new Pokémon await you, which one will be your favourite?



▲ Unplug the phone, shut the curtains and get ready to read all about it...

Pokémon Gold & Silver



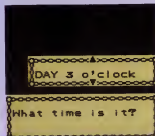
WE SAID "Better stock up on batteries and clear months from your calendar, 'cos you won't be able to put it down."

LOOKS The sheer variety of locations and the massive injection of colour make this peerless. Bigger and better looking than anyone dared think.

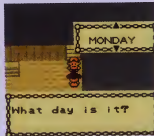
Pok' around the clock

Make no mistake, Gold & Silver are a massive leap forward, and nothing shows this more than the new night and day feature.

One of the first things you'll do is set the time and day. From then on, the game keeps track of the passing hours, even when your GB's switched off. If you set the time to be the same as the real world, the Poké land will be shrouded in darkness from six in the evening through to four in the morning.



▲ Setting the time really adds an element of reality to the Poké sequels.



▲ Certain things happen on particular days. We'll have more on that later...



▲ Things look a bit spooky in the dark... who knows what's lurking out there?



▲ Some Pokémon, such as Hoothoot, only come out at night. It's 24/7 fun!

Getting on the road

Like their predecessors, Gold & Silver give you a choice between three ace Pokémon to start your adventure with. But who will you choose...?

It's a tough choice, and one you'll have to live with throughout the adventure, unless you want to start again. Let's take a gander at the Poké candidates.



#158 Totodile

This Water Type Pokémon evolves into the mega powerful Croconaw and Feraligatr. He's a good all round choice.



#155 Cyndaquil

This Fire Type is a great choice for the early parts of the game. He evolves into the rock hard monsters Quilava and Typhlosion.



#152 Chikorita

Chikorita's the ideal choice for experienced Pokémon trainers, as she's quite weak against the first Gym leader and early wild Pokémon.

Deadly rival

You'll be glad to hear that Gary, your rival from Red, Blue and Yellow, doesn't appear in Gold & Silver.

But there's a new kid on the block, and he makes Gary seem like an angel. Not only is your new rival an aggressive brute, but he's a thief to boot. This long haired lord needs taking down a peg or ten!

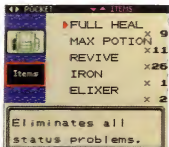


▲ If you thought Gary was a pain in the butt, wait until you meet this villain. He's a nasty piece of work and a really dirty Trainer. He even steals his first Pokémon from Elm's lab!

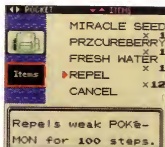
In the bag

Finding items in the previous Pokémon games was always a pain.

Not now! The backpack's been totally revamped, and boasts four separate compartments to store TMs/HMs, Items, Poké Balls and Key Items. It'll turn even the most scatty of Trainers into an ultra organised champ.



▲ The left hand Pack pocket is used for storing all your healing Items, making them easy to access when one of your prize Pokémon is about to faint in the field.



▲ The main body of the Pack is used for storing Key Items such as your Bicycle, while the front pocket is used for Poké Balls, TMs and HMs are kept in the right hand pocket.

Pokédex help

Another feature to get a Gold & Silver makeover is the Pokédex, and it feels a lot more user friendly in the Poké sequels.

Now you can search for a specific Pokémon Type, find out where to catch a particular creature or even hear its battle cry. Even better, you can organise the Pokédex by Type, Pokémon ID number or alphabetically, making it simple to find information on a specific Pokémon, quickly and easily. No more scrolling through loads of lists to get the info you want.



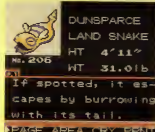
▲ Like in Red, Blue and Yellow; the Pokédex will show you a map of where to find a specific Pokémon. But only after you've caught one of its kind, that is...

OPTION

NEW POKÉDEX MODE
OLD POKÉDEX MODE
▶ A to Z MODE
UNKNOWN MODE

PM are listed
alphabetically.

▲ The New Pokédex mode lists the creatures in their evolutionary order, rather than by number. For example, Pichu would be followed by Pikachu and Raichu.



▲ The normal Pokémon Info screens are still packed with useful details on all 251 creatures. You'll love reading all about the new Gold & Silver Pokémon.



▲ You can use the search mode to find a particular Pokémon Type. Looking for a Dual Electric and Water Type? Use this feature and let Slowpoke do the work!

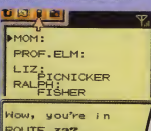
Amazing Poké Gear

The Poké Gear wristwatch computer is another brand new feature in Gold & Silver, and what a top piece of kit it is!

This gizmo features a watch and mobile phone when you get it, but you can upgrade it with a radio receiver and map screens later.



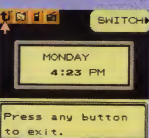
▲ The radio is just so much fun, and really useful too. With it, you'll find rare Pokémon and win prizes.



▲ You can store up to ten phone numbers on your Poké Gear. You can even phone Professor Oak for advice!



▲ Detailed maps of Johto and Kanto can be accessed on your Poké Gear, so you'll never get lost again.



▲ Throw away your old watch. With this piece of kit you've got a watch, phone, map computer and radio in one!

Love is in the air

As most beasts are either Male or Female in the new Poké games, you can use the Daycare Centre to breed 'em! Here's how...

1



I'm the DAY-CARE LADY.

Drop them off

As in Red, Blue and Yellow, you can drop off a couple of beasties for those kind people at the Daycare Centre to raise for you...

2

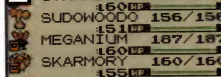


Your POKÉMON had an EGG!

While you were away

If you dropped off two Pokémon of opposite genders, there's a chance they might, well, you know, get friendly and make a baby!

3



EGG
CANCEL

Choose a POKÉMON.

It's a family affair

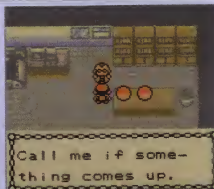
When you return to the Centre you'll be given an Egg. Carry it around in your squad for a while and it'll hatch! The new beast will look like its mother, but may have some of its father's moves.

Hanging on the telephone

If you like a natter on the phone, you'll love Gold & Silver. It's packed with Trainer talk!

After battling some Trainers they'll offer to swap phone numbers, which are then stored on your Poké Gear. Before long, your new Trainer friend will phone you to arrange a re-match or tell you where rare Pokémon can be caught. And, if you get stuck in the game, you can call Professors Elm and Oak for help and advice.

▶ Elm is happy to stay in touch with you. Keep him up to date with your amazing Pokémon discoveries.

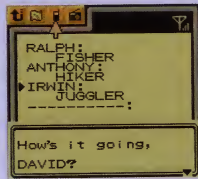


LIZ:
PICNICKER



This is LIZ.
How are things?

▶ Ring, ring! You'll be happily walking along when your phone rings out of the blue. Hi Liz, how are you?



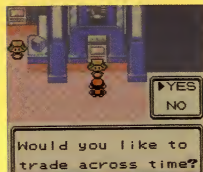
▶ You can store up to ten numbers on your Poké Gear. Most Trainers only talk nonsense, though.

SOUNDS The game sounds and music aren't much better than in previous versions of Pokémon. However, there's a greater variety of effects and tunes for you to hum along to.

Trading places

As you'd expect, you can trade critters between the Gold and Silver versions.

But the swapping doesn't stop there. You can also import monsters from Red, Blue and Yellow. However, if they learn moves exclusive to Gold and Silver, you won't be able to trade them back again. Trading new Gold & Silver beasts to Red, Blue and Yellow isn't allowed, either.



▶ Use the Time Machine to trade with old versions.

ARE YOU SHERINGHAM?



It's no wonder McVitie's Jaffa Cakes are Man United's favourite half-time snack, after all, they are low in fat and high in energy. The problem is, with all that real chocolate and delicious orangey centre it can make even the most seasoned attackers a little defensive. www.manutd.com/jaffacakes

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THE FAVOURITE HALF TIME SNACK
OF MANCHESTER UNITED

Dear Diary

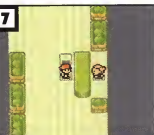
A week is a long time in the world of Gold & Silver. But there's never a dull moment as there's so much to see and do.

To make things more exciting, you can only do some things on specific days of the week. If you miss, say, Lapras on a Friday night, you'll have to wait until next week before he appears again! Take a look at our hero's diary to see what he did...

► This is the hero of Gold & Silver, Ash Ketchum. It's much too important now to start a Poké squad from scratch!



7



Sunday

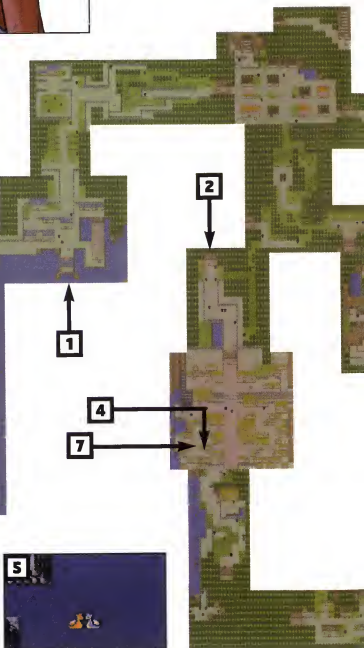
On Sunday I found myself in Goldenrod City where I met Kanpo, a strange woman who sold me some cheap medicine. It was bitter tasting, and even my Ampharos spat it out!

6



Saturday

Today I went to Blackthorn City where I met a guy called Santos. He comes here every Saturday, and he gave me a Spell Tag which boosts the power of Ghost Type moves. Gengar loves it!



5



Friday

I caught a Lapras today! I got a tip off that you could get one in the Union Cave, but only on Friday. After a bit of searching around (it's a bit confusing down there) I found it. How cool...?



1

Monday

Today I felt like a trip. I wanted to go back to Kanto, so I skipped aboard the S.S. Aqua. It sails every Monday and Friday from Olivine City, and there's hot battling to be had on the way.

2

RAS $\pm 13\%$

GEODUDE $\pm 15\%$

HP 40 / 42

FIGHT $\frac{1}{4}$

PARKBALL $\times 17$ RUN

Tuesday

Wow, I'm so glad I came back to Johto. I got back just in time to enter the Bug Catching competition in the National Park. I caught some great bugs, including an ace Scyther.

4

F6116

I'm the older and better of the two

Thursday

My squad was looking scruffy, so I took them to Goldenrod City for a groom. I found Haircut Brother One, who gave them a trim. This guy only works on Tuesdays, Thursdays and Saturdays.

3

DAVID received BLACKBELT.

Wednesday

I heard about a guy who turns up at the Lake of Rage on Wednesdays. I headed out there and found him. He's called Wesley, and he gave me a Black Belt which powers up Fighting moves.

Take me to your leader

If you want to see how far your Poké squad has come, it's time to test them against the might of a Pokémon Gym Leader.

They say that it helps to know your enemy, so let's have a look at the Gym Leaders. They're much tougher than the Red, Blue and Yellow Leaders.



Falkner

Violet City

Falkner's the first Leader, and a pushover! He uses Flying Type Pokémon and, if you beat him, you'll get the Zephyr Badge which increases your Pokémon's Attack, and the ability to use Flash outside battle.



Bugsy

Azalea Town

With a name like that, you just know that she's into Bugs! Cyndaquil's excellent if you want to paste Bugsy. The reward for beating her is the Hive Badge, which makes all Pokémon up to Lv 30 obey you.



Whitney

Goldenrod City

Whitney's a bad loser. In fact, she refuses to hand over her Badge after you beat her! She uses a Clefairy and a Miltank but, if you beat her, you'll win the Plain Badge, which increases the Speed of your Pokémon.



Morty

Ecrutek City

This Leader has real spirit... In fact, he only uses Ghosts! Morty's a tough Leader but, if you beat him, the Fog Badge is yours, which makes all Pokémon up to Lv 50 obey you now. Use Surf outside battle, too.



Chuck

Cianwood City

Chuck's a mean looking hombre, and a testing opponent who uses Primeape and Poliwharh. If you beat him you'll get the Storm Badge which makes critters up to Lv 70 obey you, and the ability to Fly in the field.



Jasmine

Olivine City

Cute Leader Jasmine uses two Magnemites so, if you've got a Geodude, it's time to use him. If you manage to beat her Steelix you'll get the Mineral Badge, which boosts your squad's Defence stats.



Pryce

Mahogany Town

Pryce is mad about Ice Types, so expect a cold reception! But with the help of a Fire Pokémon you should be able to thaw the atmosphere. You'll get the Glacier Badge, and boosted Special Attack and Defence.



Clair

Blackthorn City

Clair's obsessed with Dragon Pokémon and, even if you beat her, she won't give you her Rising badge unless you do a little job for her in the Dragon's Cave. However, her Badge will make ALL Pokémon obey you!

ONE PLAYER At more than twice the size of Red, Blue and Yellow it's a huge game that can eat your life with its addictive gameplay.

Poké FM

The new Gold & Silver radio is an integral part of your Poké Gear, and great company on your long and winding adventure.

You can only use it after collecting a Radio Card in Goldenrod City. However it's essential listening, with programs full of info on where to catch Pokémon and music specially designed to effect wild beasts.



▲ This channel plays music that either repels or attracts wild Pokémon.



▲ Oak's show tells you exactly where to find certain Pokémon.



▲ If you win on the Lucky Channel, you'll get a Master Ball!

Free pressies!

They say that nothing in life is free... well, there are plenty of freebies in Gold & Silver!

One of the coolest new features is the Mystery Gift option. Using the infra red port on top of your Game Boy Color, you can link up with someone else who's also got a copy of Gold & Silver and a Game Boy Color. You'll randomly get free objects for doing this, which may include Poké toys and decorations for the hero's bedroom in New Bark Town.

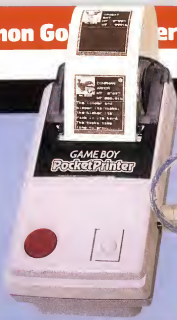


Photo fun

Are you always getting into arguments with your mates about who's got the best Pokémon? Do you wish you had a printed record of all your best beast's stats...?

If you've got a GB Printer, you can print the Pokédex entries for all the beasts you own, detailing all their vital statistics. There's even a man in Cianwood City who'll take photos of your beasts to print!

► This is simple! Just connect a Printer, select your Pokémon and hit Print.



Shopping trip

The towns and cities of Johto and Kanto are a shopper's paradise, offering the discerning Trainer everything they need to succeed.

As before, you'll be offered a few bargains along the way – plus some well shady deals – so it pays to chat with everyone you encounter. But, if you're a natural bargain hunter, look out for these places...



Wellcome to GOLDEN-ROD DEPT. STORE.

▲ The Goldenrod Department Store has EVERYTHING you need to be a Master!



What's up? Need some medicine?

▲ The small chemist's shop in Cianwood City sells all kinds of special medicine.

◀ Using a Printer you can print out your Pokédex.

► Now you can show your squad to all your Poké playing mates.



Card sharking

It's not all work, work, work in Gold & Silver, you know! Even the most dedicated Trainer needs a bit of relaxation now and again, and what better than a quick bout of gambling!

Like Game Corner in Celadon City, Johto has a place which is perfect for a flutter. Located in Goldenrod City, the new Game Corner features two games – a fruit machine and a card game – and, if you win big, you can exchange your winnings for the likes of Dratini and Porygon.



▲ Card Flip is all about trying to guess the identity of a random card which is drawn from the pack. It's hard!



▲ The fruit machine mini game is largely unchanged from previous versions, but the machines don't cheat.



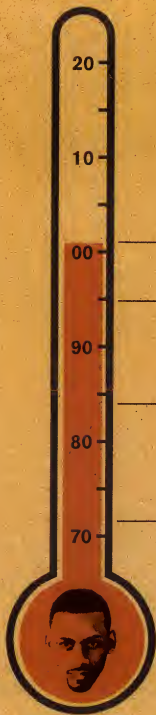
Nintendo
OFFICIAL MAGAZINE

GAME SCORE

In terms of gameplay, graphics, excitement and lastability, Gold & Silver are a revelation. The Poké sequels are, without doubt, the finest Game Boy titles ever made.

97%

JUST BUY IT!



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STARTED MAKING PEOPLE LAUGH ON THE SCHOOL BUS TO IMPRESS THE GIRLS

BORN RICHARD BLACKWOOD

Game Info


Price: **£49.99**
Release: **March 30**



Star Wars Battle for Naboo

Take on the dastardly Trade Federation in this slick 'n' sleek follow up to the N64 classic, *Rogue Squadron*.

Planetary insecurity

It's time to dust down your lightsabers, as the threat of the Dark Side is looming large over the peaceful planet of Naboo.

In this follow up to *Rogue Squadron*, you play the role of Lieutenant Gavyn Sykes, a young and skillful Naboo starfighter. It's your mission to protect your home world from the evil Trade Federation who want to enslave all the people of Naboo. You'll need more than the Force to get out of this one alive...



▲ *Rogue Squadron* was let down by the masses of fog which cloaked every level. Fortunately, *Battle for Naboo*'s luscious landscapes reach right to the horizon.

◀ With tons of spacecraft from the *Star Wars* universe to control you'll feel like a proper Jedi as you blast the Trade Federation forces outta the galaxy.

Ship shape

There's a *Star Wars* craft to suit every terrain in this game, whether you're blasting Trade Federation ships high above Naboo or scooting between buildings on the planet's surface.

Unfortunately, even the mighty Naboo Starfighter pales next to the timeless buzz you got from taking control of an X-Wing in *Rogue Squadron*. But it beats walking...

WE SAID "Star Wars Episode 1, *Battle for Naboo*, is probably the last and (from first impressions) best *Star Wars* game money can buy for the Nintendo 64. A supercharged playing experience is heading your way, so get ready to feel the power of the Force one more time!"



Flash Speeder

A little bit like Luke Skywalker's Landspeeder in the original *Star Wars* movie, this baby handles well, but its weapons won't win a war. Stay out of trouble!



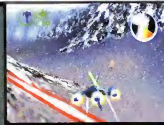
Gunboat

One of the more exciting craft in the game, the Trade Federation Gunboat has a devastating, kick ass bomb as its secondary weapon. Have some of that!



Starfighter

The best starship in the game. Swift, agile and deadly – it's the same craft which Anakin Skywalker uses to strike down enemies in *The Phantom Menace*.



Police Cruiser

Similar in design to the Naboo Starfighter, this packs much less of a punch, but is fast enough to get you out of trouble in double quick time. Good for a quick exit.

Episode One

Ch-ch-changes

One definite improvement over *Rogue Squadron* is the ability to change craft in the middle of a level.

This lets you play certain stages in completely different ways, stopping things from getting dull and giving you chance to play an old level from a fresh perspective.



▲ You begin this level in the Flash Speeder, skimming across the base of the vast canyon. Look out for snipers!



▲ Change of ship, sir? Come right this way! Your team leader will alert you to the presence of this hangar.



▲ Once you're inside the hangar, this screen pops up giving you a choice of craft. Go for the Police Cruiser.



▲ Lo and behold, you shoot out the other side of the hangar and soar majestically into the air. Awesome!

Know your radar

Any pilot worth his salt must have full command of his ship's systems. Familiarity with the radar is essential if you hope to crush the Trade Federation's threat of invasion.

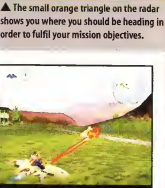
It operates in exactly the same way as the radar in *Rogue Squadron*, but here's a quick guide for beginners...



▲ The small orange triangle on the radar shows you where you should be heading in order to fulfil your mission objectives.



▲ Don't lose the plot... know your dots! Red is bad, green is good - are we clear on that? Now get out there and kick some Trade Federation ass, m'boy!



Heavy Step

This unsightly creation is mainly used for cleaning up tail enders, thanks to its comparatively feeble firepower. Not a craft for levels which feature intense action.



▲ Unfortunately, the radar's not so hot in space levels. There's no way of judging height, so you can spend ages flying around like a muppet, unable to find enemies.

LOOKS Even with the N64 Expansion Pak, it's still a little rough around the edges. However, the absence of fog is a panoramic joy to behold.

Force Fed

The N64's enjoyed a regular diet of Star Wars titles during its career, and *Battle For Naboo*'s the final 64 bit swing of the lightsaber.

But the question is... do they still cut the mustard? Let's sneak a peek at the N64 Star Wars games one by one.



Shadows of the Empire

What's the story? A cocktail of genres set in the SW universe. **Force or Farce?** Has its moments, but it's not great.



Rogue Squadron

What's the story? Be Luke Skywalker and pilot an X-Wing. **Force or Farce?** It's just as much fun as it ever was.



Episode 1: Racer

What's the story? Based on pod-racing from Phantom Menace. **Force or Farce?** Turbo-charged fun. A real adrenaline pumper.

Buried bonuses

Finishing Naboo is no small task, but you can make it easier if you find the hidden bonuses dotted around the game.

You'll need to search every nook and cranny to find these suckers! Much like this...



▲ Early in this level, you should spot a tank that's hitting you with everything it's got. Take the sucker out with your secondary weapon.



▲ Destroying the tank reveals a tempting passageway. Go on, you know you can't resist...



▲ Eureka! Swiftly snap up the bouncing bonus and hurry back to the front line. Good work, soldier.



▲ Check you out! Your super sleuth skills have earned you advanced shield technology. Nice.

SOUNDS A stunning, spine tingling rendition of John Williams' awesome score and reams of speech, all in delicious surround sound. Your Nintendo 64 has never sounded soooooo good!

Control yourself

Anyone familiar with Rogue Squadron will feel right at home but, if you're a newbie, it's important to know what tricks your craft are capable of.

Master these skills and you'll be an expert starfighter in no time.



▲ A quick tug on **Z** slows your craft right down. This can give you an extra split second of thinking time if used correctly.



▲ Hold down **B** to pull off an extra tight turn.

▼ A useful trick when flying is the ability to roll your craft by holding down a **C** button when turning. It'll confuse your foes.



Licence to thrill

If you're a fan of the awesome Phantom Menace, you'll really appreciate the massive amount of authentic detail they've crammed into the game.

From the brilliant soundtrack to the exotic locations lovingly recreated from the film, Naboo has Star Wars stamped all over it. It's just like watching the movie!

A long time ago in a galaxy far, far away...



▲ What Star Wars game would be complete without this line? It still gives us goose bumps every time we see it.

▲ There are some cool images from the Star Wars movie in Battle For Naboo, including this stunning picture of the drop dead gorgeous Natalie Portman as Queen Amidala. Yummy!

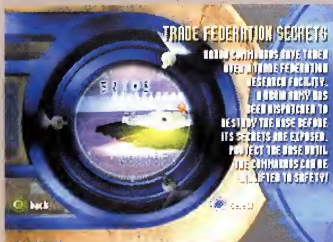


◀ The game's a side story to The Phantom Menace, but you get to be a part of the film's climax as you take on the Federation's control ship.

Shhh... it's a secret!

As was the case with Rogue Squadron, Battle For Naboo is jam packed with more funky extras than you could shake a Wookiee bowcaster at. There are secret levels and new Star Wars craft to control, but only if

you're good. Even if you manage to finish the whole adventure from start to finish, you'll probably have missed most of the cool stuff that's tucked away. Here's a brief taster to whet your appetites...



▲ Use the Force and you might just be lucky enough to unlock one of the secret levels. And there are more than a few surprises tucked away in these 'il' beauties...



▲ Pointless but fun! One of the secrets buried in the game lets you turn all the craft into... erm... a delightful shade of pink! Who said Jedi don't have a sensitive side?



▲ Unlock the awesome Gallery mode and you can take a look at some tasty original artwork for the game itself. It's a privileged look behind the scenes.



▲ One of the coolest hidden features. Enter a code and, on each level, the developers will give you hints, and discuss how they designed the game.

ONE PLAYER It would have been nice if the developers had included a multiplayer mode for this final N64 Star Wars game, but the one player adventure will keep you playing for months.

Medals of Honour

The key to unlocking many of Naboo's secrets is to win a full set of Medals by fulfilling certain criteria in each level. It's tough to get the Medals, so try hard if you want the goodies.



▲ Complete tasks on each level to improve your stash of Medals.

► You'll have to do better than that to get a Gold Medal, sonny. And as for those elusive Platinum Medals...



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GAME LENGTH There's a stack of missions to get your teeth into and, even when you've finished the game, the secrets will keep you coming back.

Location, location...

Battle For Naboo is a dazzling, varied world, filled with different terrain to test your gaming skills to the max.

Each location offers a brand new gameplay challenge, and only the strongest starfighters will survive.



1 Outer space can play host to some remarkably intense dogfights. If only the radar didn't make you fly around aimlessly for so long... D'oh!



2 Water levels such as this one carry their own hidden dangers. Watch out for the tough to spot proximity mines or you'll find yourself floating home.



3 Swoop over the snowy peaks of Naboo. Make sure you put your thermal undies on or it could be painful!



4 You'll also have to find your way through maze like cities, with swarms of buzzing battledroids to swat.

Two's company

In the heat of a battle it's easy to forget your secondary weapon.

You only have a limited supply of these, so you'd best use your noggin before you fire them off. They're much more powerful than your primary weapons, and are great for pulverising the enemy.



▲ Your primary weapon is unlimited, but it ain't too powerful, you know?

► The gunboats secondary weapon rocks, though... it's an awesome bomb blast that canes the enemy into submission.

Prequel sequel showdown

Battle For Naboo is the sequel to the wicked Rogue Squadron, so we decided to dig the original out of our dusty gaming vault and carry out a side by side comparison.

So exactly who is the don of Star Wars space blasters? Let's find out...



Graphics

Rogue Squadron With the Expansion Pak it looked awesome for the time, except for the thick fog on each level.

Battle For Naboo Much smoother than Rogue Squadron, and completely fog free!



Missions

Rogue Squadron Stacks of tricky missions, and you got to pilot an X-Wing. Nuff said.

Battle For Naboo Again, loads of challenging objectives, but the option to change ships mid level makes all the difference.



Ships

Rogue Squadron X-Wings, TIE Fighters, the Millennium Falcon... what a choice!

Battle For Naboo The Naboo Starfighter's dead cool, but the Heavy Stap...? Flash Speeder...? Oh, please, give us a break!



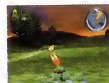
Secrets

Rogue Squadron A big, fat heap of swanky extras including an awesome secret level on the Death Star. It rocks!

Battle For Naboo As described elsewhere, there's no shortage of hidden extras here either.

The verdict

The original Rogue Squadron still rocks, and benefits from the wealth of unique Star Wars craft it has to offer. Battle For Naboo just edges on the gameplay front though, and gets our vote as best N64 Star Wars blaster.



▲ You can whip your foes on the ground or in the air.

▼ The explosive effects will keep you coming back for more blasting thrills.



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GAME SCORE

Battle For Naboo is better than Rogue Squadron, but only just. However, it lacks some of the magic of its prequel, and might not be enough of an improvement for some. But it's still an intense, challenging blaster, and well worth checking out if you're a budding Jedi.

85%

06.04.01

FLY WITH ME IN JOHTO



JOHTO

**A whole new world with an incredible number of new Pokémon,
coming soon for your Game Boy.**



Pokémon
Gotta catch 'em all!
Nintendo



Game Info



Price: £49.99
Release: 30 March



▲ Choose your fave buddy for a top adventure! New girl Kimi is such a sweetie.



LOOKS EuroReptarland is a pretty place to wander around and the graphics are sharp and detailed. But the Rugrats gang look kinda weird in 3D.

Rugrats in Paris

WE SAID "If you love the Mario Party games, this will be just the ticket. We'll have to wait and see if this has lastability for older gamers."

The Rugrats have been let loose to create havoc and it's up to you to play the sideshows and ride the rides! Collect the red tokens that are all over the place and play the mini games to win golden tickets. Nab as many of 'em as you can to splash out on toys and open up more exciting challenges. With fun around every corner, you'll need to be on top of your game as later amusements are tough for a title aimed at younger Nintendoids.

- ◀ All the entrances to rides and sideshows look lovely. Here the hammer whacks down, but it won't hurt you.
- ▶ Line up the sight, pull back and unleash a mighty fast ball against the moving targets. Trickier than it looks.

Help those pesky kids rescue the Princess at EuroReptarland! It may take place in a theme park, but someone's sucked out all the fun of this fair...



Beat your mates

The one player game lets you roam the park freely as you try to rescue the Princess, but you can play with up to three buddies and decide who's the best Rugrat! You must take it in turns to play a variety of mini games from the single player quest. While it's fun for a start they go on for ages and you'll get bored waiting for your turn!



▲ Jump in your dodgem and grab more balloons than the ninjas. Don't drop the lot!



▲ Use the frog's sticky icky tongue to eat the bugs. Doesn't Phil's reflection look gorgeous!



▲ The mini golf course is pretty, but the par for each hole is strict.

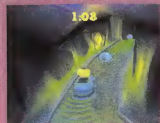
Toss your cookies!

While all the games are simple they are pretty enjoyable for the first few goes. You'll love throwing cookies at the ninjas for big points in Toss Your Cookies while riding the log flume in Ooey Goey Land will make you smile.

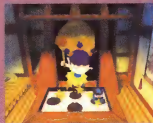
Some games are better than others though, as sometimes the difficulty level is cranked up a bit high and they can get frustrating. The Skee Ball bowling game is pretty horrible due to awkward controls, while the massive mini golf course is no way near as much fun as it should be.



▲ Skee Ball, schmee ball! Take aim then time your bowl as the bar on the right gets to the top. It's dead tricky and even older gamers will tear their hair out.



▲ This is more like it! A leisurely cruise around the Ooey Goey log flume soon turns into a wild rapids ride as you try to nab all the balloons along the way.



▲ In Whack A Ninja, you've gotta use your mallet to wallop the pesky ninjas who pop up out of the holes. Don't hit the dolls though or you'll be in big trouble.

ONE PLAYER Opening up all the attractions will challenge younger players, but oldies will blast through it or become too bored to bother.

Signs and wonders

EuroReptarland is a pretty nice looking place and is a whopper of an amusement park, too. Trekking around is slow going though and it feels like you're driving your Rugrat buddy around, rather than hopping and skipping. Weird!

To stop you from getting lost there are handy maps dotted about. You should also be on the lookout for the signs letting you know which game lies ahead. Explore everywhere as there are many other secret areas to be found on your travels.



▲ Here's EuroReptarland in all its glory. Use the handy map screens whenever you see them or you might get lost in the empty streets of the theme park.



▲ Follow the pretty signs to find hidden mini games. Explore narrow alleys too as you can find loads of hidden tickets and extra attractions if you go hunting.

I got a golden ticket

Once you've found loads of special tickets you can take them to the gift shop and trade them in for some amazing toys.

These treats allow you to access locked attractions and white knuckle rides, giving you access to even more tickets. Keep trading 'em in and you'll be king of the park in next to no time.

► Here's the gift shop where you can trade tickets for toys. Make sure you do well at a game and you'll be rewarded with loads of tickets. Lovely jubbly!



MULTIPLAYER The mini games are okay for a start, but multiplayer isn't a patch on the excellent Mario Party titles. Plus you hardly ever get to go head to head against your pals. Bahl

Nintendo

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GAME SCORE

Rugrats fans might enjoy it, but most younger players will probably be bored by the slow progress through the game. Exploring a theme park should be loads more fun than this and the Rugrats deserve a game that's miles better.

71%

SOUNDS The cute Rugrats theme music has been given a groovy French remix and there's some very clever speech throughout the game, but otherwise the sound is mostly cack.

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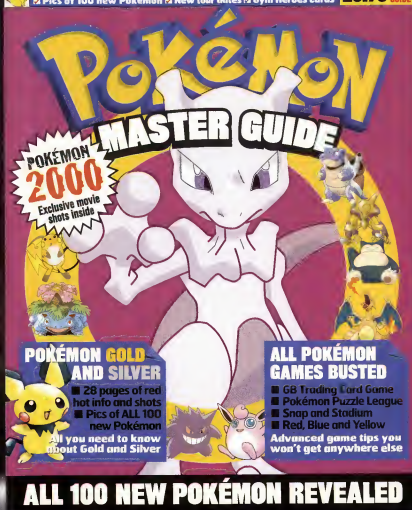
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SPECIAL COLLECTORS' EDITION #5

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Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

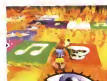
Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this a milestone in N64 gaming.

Best bit

The end boss battle with the evil Gruntilda is a fine example of Nintendo's amazing originality, with a quiz show determining whether you can fight or not. Very high pressure, and no, you can't phone a friend!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this deceptively tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but by that time you'll be having so much fun you won't mind!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Tearing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality race, this is highly recommended.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platforms on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4

X

X

✓

EXPANSION PAK

MEMORY PAK

RUMBLE PAK



The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

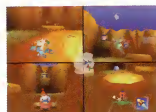
It rewrites the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.

GAME SCORE

92%



Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

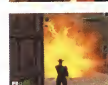
Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying 'Come on. Bleed for me.' Classic!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

the lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestling move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



CONTROL PADS

Official N64 Controller

■ Nintendo

■ £19.99

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3

■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical screen split. Bash up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superster from the starting grid is included, as are their cars and the tracks from F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

Although there's no four player mode, F1 World Grand Prix II more than makes up for this with a very nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a really classy kick about.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

the lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play too.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game. It's that good.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Manta Ray

■ Nu Gen

■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joystick. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.



G64 Controller

■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring surprise, track and field events! A mix of button bashes like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4



EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

GAME SCORE 93%



Lylat Wars

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

For McCloud and pals boldly go into space in this sequel to Starfox. Ace space blaster with top crafts, heavy duty weapons and tons of stuff to blow up.

Why it rocks

For's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be believed.

Multiplayer verdict

There are loads of silly routes to open. Not that many different options, but the Battle mode will leave a very broad smile on your face. The aim is simple: blow your opponents out of the sky, before they do it to you. Cool.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

One of the N64's original titles and still mint. It's got Nintendo stars, genius track design and ace power ups, all vital ingredients for a top notch kart game.

Why it rocks

It's all down to the stunning controls. The Grand Prix mode is a little easy if you remember the original on the NES but the Battle modes are super cool.

Multiplayer verdict

Still one of the best multiplayer games on N64. Mario Kart 64 is played every day in N64 Towers, proving the enduring appeal of this benchmark game. Choose from either Versus or Battle mode and let the good times roll.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

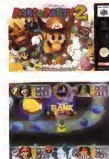
Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Is there nothing this plumber can't turn his head to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



RUMBLE PAKS

NOM TESTED

Rumble Pak

■ Nintendo
■ £14.99
All the quality you would expect from the clever dogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech
■ £14.99
You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The young pretender to the karting crown, starting a certain Mickey Mouse. A cartoon tour around the good of US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

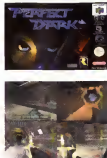
Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawl, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

This baby rocks! There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and very violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

Pokemon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with pals, in 2D or 3D levels.

Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron action, you'll die for this.

Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

the lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a game revolution and another example of Nintendo investing in quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneek, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic. With the dodgy controls and tricky camera angles really spoiling the fun, Shame.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



G64 Tremor & Memory Pak

■ Gamester

■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's no good value for money. Why? Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datel

■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Joit Pack

■ Blaze

■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

Our homework over the last month...

Donkey Kong 64

It's a big game all right, but some of the mini games are so groovy. My favourite has to be Rambi Arena. My advice for a top score? Let 'em form! **TAMIN**



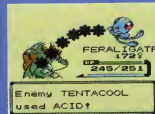
Perfect Dark

At home in leafy Surrey the evenings just fly by thanks to a bit of rough and tumble with me o' Joanna. Dark, that is. What a damn time filly! **MARK**



Pokémon Gold & Silver

Just to let you know, I already have Pokémon on Level 100, including a rock hard Lugia. So expect no mercy when we go on tour again! **DAVE**



Quake II

■ PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jump moments put this right up with the best.

Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rayman 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platforms for N64.

Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 that stands out as there are so many magical moments to choose from. But we would say that finally facing Captain Razorbeard is a nervy but exciting moment.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles. All under intense pressure. Extreme!

Why it rocks

You never quite know what lurks behind each corner making Resident Evil 2 a jumpscare fest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there's three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



MEMORY PAKS

100% TESTED

Nintendo Controller Pak 256k

■ Nintendo
■ £14.99

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze
■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and challenging levels. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blown, stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god, especially when you reopen the park.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

It's the Star Wars game everyone wanted to be, and it is! Control cool vehicles, from X-Wings to Alerpeders, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendo.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

The lowdown

In this disturbing spookathon, you play Mike LeFoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the Nail Gun Killer in the main room. A nice relaxing game you can play with your Mum and Dad it ain't!

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



South Park

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is absolutely first class, with loads of different playing options and some very slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



South Park Rally

■ PRICE £39.99 ■ PLAYERS 1-4



The lowdown

It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. You win by completing certain tasks before your opponents.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kart Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

Really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

GAME SCORE 90%



Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

the lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast races and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

the lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK

Memory Card
1 meg

■ Logic 3
■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards

■ Spectra Video
■ £12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.

1 meg
Memory Card

■ Joytech
■ £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for N64. 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikal. Plays like a dream, with fast and fluid gameplay.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the ace Graffiti mode, where objects are sprayed with your colour if you do a trick on them. It's hard to find in the shops, so try second hand stores.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Tarzan

■ PRICE £39.99 ■ PLAYERS 1



The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

GAME SCORE 90%



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants. Nastly!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Turok 2 Seeds of Evil

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest faggot to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayer games the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Turok Rage Wars, Perfect Dark or Goldeneye 007.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The gliding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



STEERING WHEELS

NOM TESTED



Top Drive Plus
■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro
■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

It's WWF, so you just know it's full of supersuits, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Zelda Majora's Mask

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

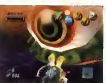
Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but, for us, beating Gyorg felt very good.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this mammoth adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale that you control.

EXPANSION PAK
MEMORY PAK
RUMBLE PAK



Who's who?

From Mario to Miyamoto, Planet Nintendo has many stars and here's where you find out about them. This month, it's Rare...



So what's the story?

Two brothers, Tim and Chris Stamper, founded Ultimate - Play The Game way back in 1982. They started out making games for the Sinclair Spectrum, and boy, were they good at it! Their first release, Jetpac, sold 300,000 copies in the UK, not bad considering there were only a million machines in the country.

Sinclair Spectrum! What about Nintendo?

When the NES came out in the mid 1980s, the Stammers were blown away. They started Rare and set about showing Nintendo what they could do. Nintendo, suitably impressed, gave Rare the go ahead, heralding 60 games for the NES.

Then what happened?

The Super NES came out and Rare produced Donkey Kong Country and Killer Instinct for the new console, both massively popular. Nintendo was so impressed it agreed to make Rare partners, resulting in many ace games for Super NES and N64.

What now?

Rare is famously tight lipped about its plans, but there's a good chance we'll see a Perfect Dark sequel, maybe a Killer Instinct game, and a few mind blowing surprises along the way.

Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.

V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.

Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Leave it!

Despite all the best will in the world, things can go horribly wrong. Like these games, which are best forgotten...

Waiwale Golf

It's so bad because...

A master class in how to make a boring golf game. First add flat and lifeless graphics and then include only one course. This game is only useful for prolonged bouts of insomnia.



▲ If it's a toss up between this and Mario Golf, we know what we'd choose.

Cruisin' USA

It's so bad because...

It looks more dated than your dad's dance moves, and it's easier than falling down. The music's bad enough to make your ears bleed. And then there's the two player mode...



▲ Don't be fooled by the game's okay graphics, they hide a very average game.

Worth a look...

These games all came pretty darn close to getting an Awesome award, and they may be right up your street...



Chef's Luv Shack 87%
PRICE £39.99

It's a South Park quiz show. Great if you're a fan of the TV series.



Command & Conquer 86%
PRICE £44.99

Strategy war game that's great fun, but shame there's no multiplayer.



Duck Dodgers 86%
PRICE £39.99

A fun platformer starring the Looney Tunes favourite. Surprisingly tough.



ISS 2000 87%
PRICE £39.99

The latest ISS game. Worth getting if you haven't got any of the others.



Micro Machines 84% 87%
PRICE £39.99

Race around in tiny little cars. Duff handling, but great multiplayer.



Mystical Ninja 88%
PRICE £49.99

3D adventure starring Goemon, and featuring lots of ace mini games.



NBA Jam 99% 89%
PRICE £44.99

A solid basketball sim that looks cool and plays very well.



Pokémon Snap 87%
PRICE £44.99

Travel around Pokémon Island snapping wild critters. Addictive fun.



Roadsters 88%
PRICE £39.99

A very slick racer that's got some awesome cars and loads of speed.



Supercross 2000 85%
PRICE £44.99

It looks great, but the handling takes a bit of getting used to.



Vigilante 82nd Offence: 88%
PRICE £39.99

A driving game with massive weapons. A bit crap in multiplayer.



Wetrix 88%
PRICE £39.99

A very original puzzler where you have to make lakes. Great game play.



Wipeout 64 87%
PRICE £44.99

Very playable N64 version of the futuristic racer. Looks ace.



World Driver 87%
PRICE £39.99

A bit of a looker, but the handling isn't very forgiving. Stick with it.



Xena Warrior Princess 89%
PRICE £39.99

A very decent beat 'em up based on the TV series. Extremely playable.



Yoshi's Story 88%
PRICE £39.99

Super's cult looking game where you're after Baby Bowser.

Sales chart

Top 10

- 1 **Lego Racers**
- 2 **F1 World Grand Prix**
- 3 **Mario Tennis**
- 4 **BMW M3 racing**
- 5 **Superman**
- 6 **Superman: World of New York**
- 7 **Pokémon Snap**
- 8 **Chef's Luv Shack**
- 9 **Super Tetrax**
- 10 **Power Rangers**

£3
Electronic
Entertainment



▲ Lego Racers is a great game for young players. The controls are pretty forgiving and the graphics are colourful and bright.



▲ A surprise re entry to the charts for this Formula 1 game.



▲ Mario Tennis is a firm favourite at NOM towers.



▲ It's the most extreme wrestling game in the world.



▲ We thought it was crap, you lot didn't. Strange that.



Win a Sony PlayStation 2

Win this fantastic PlayStation 2! It comes with a top game of your choice, a memory card and vertical stand. This great console can also be used as a DVD player so you also give you a remote control to operate it.

09069 108939

Instant Win

WIN PENTIUM III PC!

09069 108955
Instant Win!



WIN LAPTOP COMPUTER!

09069 108957
Instant Win!



WIN POKEMON GOLD & SILVER

09069 108954



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Instant Win!

WIN GAMEBOY ADVANCE!

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WIN A BOX OF TRADING CARDS!

09069 108946

Win Wrestling

Tickets for Earls Court

See the superstars of wrestling get nasty on the

30th May, closes 25th May

09069 108941



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Win Nintendo 64!

09061 406008
Instant Win!



Wrestling Games!

09061 406001



Wrestling Goodies!

09061 406002



Win the NEW PSone!

09061 406006
Instant Win!



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WIN MOBILE PHONE!

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WIN A WAP INTERNET PHONE!

09069 108959



WIN SONY MP3 PLAYER

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09061 406007 Instant Win

WIN DVD PLAYER!

09069 108940 Instant Win!



WIN A FOLDING CITY SCOOTER!

09069 108956



RED HOT CHEATS

WIN THE NEW NIKE SHOX TRAINERS!

09069 108948 Instant Win!



WWF Smackdown 2

09063 608051

Tony Hawk's 2

09063 608056

Turok Rage Wars

09063 657021

Wrestlemania

09063 608055

Pokemon yellow

09063 608050

Perfect Dark

09063 608052

ECW Hardcore

09063 608009

Banjo Toole

09063 608057

Dave Mirra's BMX

09063 608058

WWF No Mercy

09063 657026

Zelda 2

09063 608054

Zelda 64

09063 657024

Driver 2

09063 657022

Pokemon Gold

09063 657028

Pokemon Snap

09063 608059

Goldeneye

09063 657023

Pokemon Stadium

09063 608053

Mario Party

09063 657027



For more cheats call The Cheat Machine on **09063 657020**. If you are 16 or over, you can call for longer Cheats on **09063 657029**. (Calls cost 60p per minute)

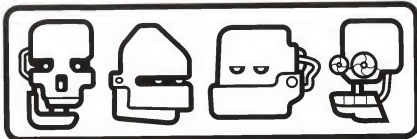
WWW.FANZ.CO.UK

The top site where you can buy DVD's and Games at Great Prices AND when you're there get FREE cheats for hundreds of top titles. Also visit the site if you want to claim a prize, get some wrestling links or visit our winners' gallery. Prizes subject to change.

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597.

Official Tips



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The World Is Not Enough

Unlock some tasty multiplayer goodies

This James Bond shooting classic has loads of hidden secrets but, unfortunately for us, there are no easy ways to unlock them.

You'll need to be quick on the draw if you're to stand a chance of getting these awesome extras 'cos there are no button codes yet. Boo!



▲ To open up the fast 'n' frantic King of the Hill multiplayer arena, complete King's Ransom on Agent setting in under 2:20. You'll need to be really quick here.



▲ The awesome Forest multiplayer arena can be unlocked by beating Underground Uprising on Agent setting in less than 2:15. Make sure you don't run out of ammo.



▲ Unlock the Sky Rail multiplayer stage by beating the mega tough Masquerade level on Agent setting in under 3:15. It's tough, but it is possible.

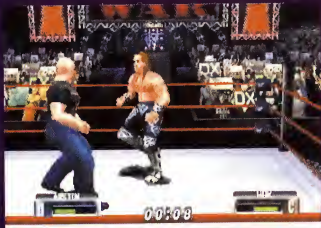
◀ Beat Courier on Secret Agent setting in less than two minutes and you'll unlock the Suit skins. Use them to make multiplayer modes more fun.

WWF No Mercy

All the secret characters revealed

Hey, wrestlemaniacs! WWF No Mercy is full to the brim with hidden characters and, just in case you missed any, here is a complete list of who they are and how to get them. We're too good to you!

Pay attention and you'll soon have every fighter at your disposal.



▲ If you play all the way through Championship mode, you'll unlock Vince McMahon, Shane McMahon, Linda McMahon, Earl Hebner, Shawn Michaels, Cactus Jack, Mick Foley and Andre the Giant. They're all awesome wrestlers.



▲ In Survival mode you can unlock Jerry Lawler, Shane McMahon, Mae Young, Cactus Jack, Ken Shamrock, Mick Foley, Vince McMahon, Shawn Michaels and Andre the Giant. And if you change their costumes you might reveal even more new fighters, like Pat Patterson.



▲ If you've got pots of cash, you can buy extra characters in the Smackdown Mall. Fill your shopping trolley with Cactus Jack, Earl Hebner, Ho, Ken Shamrock and Shawn Michaels. Once again, change their costumes to reveal fighters such as Howard Finkel.

Banjo Kazooie

Secret codes to get some mysterious eggs



I can't wait for Banjo Tooie to come out – so many sneaky new codes to learn! But in the meantime, check these out...



▲ To get the third egg in Treasure Trove Cave, go to the 2nd castle floor in Treasure Trove Cave. Type CHEAT, then NOWAYHOWWILLTREASURETROVECAVE. You can follow the clue in the password to claim your prize.



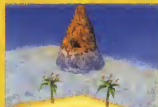
▲ Again, go to the 2nd castle floor in Treasure Trove Cave. Type in CHEAT first, then jump on the letters to enter THISSECRETWONTOYOUTREASURETROVECAVE. We're on edge, but we reckon it means do Captain's Cabin.



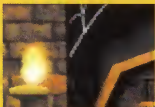
▲ To get the third egg in Treasure Trove Cave, go to the 2nd castle floor in Treasure Trove Cave. Type in CHEAT first and then enter MAWDSITHEHAWKINTEGROOVYSECRETIN THEBATROOM. Now go and get it!



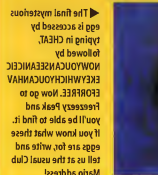
▲ Go to the 2nd castle floor as before and press CHEAT, followed by UNDERDODGROOPINDEWINDWENTHESKY. The snafu egg is following the clue in the code.



▲ Jump on the letters to spell out the word CHEAT, followed by DUDORTHEHAT. This is the 2nd castle floor in Treasure Trove Cave, and then go and take a look outside. Just follow the clue in the password and the egg is yours!



▲ Another egg can be found by typing in CHEAT as the 2nd castle floor in Treasure Trove Cave, and then type DONTYONGOONTOLEHHERBO. This is the 2nd castle floor in Treasure Trove Cave, and then go and take a look outside. Just follow the clue in the password and the egg is yours!



▲ The final mystery egg is located by typing in CHEAT, followed by NOWAYHOWWILLTREASURETROVECAVE. You can follow the clue in the password to claim your prize.



▲ The final mystery egg is located by typing in CHEAT, followed by NOWAYHOWWILLTREASURETROVECAVE. You can follow the clue in the password to claim your prize.

Mickey's Speedway USA

Tips to help you race across the States

Rare games often have extras you can unlock by finishing levels.

Mickey's racer is no different! Here are the secrets we've found so far...



▲ To get the Rainbow Goo cheat, just win Gold or Platinum in the first three tournaments on the mega easy Amateur setting. You'll have no problems getting this one!



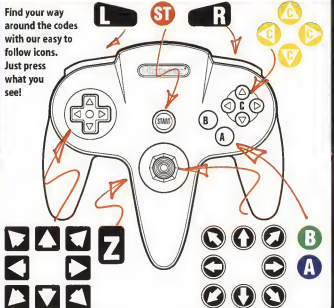
▲ To get the Heckle Button cheat, win Gold or Platinum in the first three stages on Amateur and Intermediate setting.



▲ Get unlimited continues by getting Gold or Silver in the first three tournaments on all three difficulties.

Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



Official Nintendo Top 5 Tips

Here are five of the biggest selling games for the N64 this month. And we've got some wicked cheats for all of them. Check it out...

The World Is Not Enough



Skin me alive

Successfully complete the City of Walkways 1 level on Agent setting in under 3:35 and you will be rewarded with cool Civilian skins to use in deathmatches against your mates.



Skin of my teeth

To unlock some Classic skins including Tuxedo Bond, Baron Samedi, Oddjob and Jaws, complete the whole game on Secret Agent setting. Use them to make multiplayer games more exciting.

Mario Tennis



Shy Guy

To unlock this bashful dude, complete the Star Cup in Singles mode with any character and he's yours!



Donkey Kong Jr

To unlock this ickle member of the Kong clan, finish the Star Cup with any character, but beat the Doubles mode.

Speedway USA



Unlock Dewey

To unlock Donald's nephew Dewey in Mickey's Speedway USA as a playable character, come first in all of the first three circuits on the Amateur setting. Then win the three Cups and Dewey will be yours to race with.



Quick wins

To help you get through the long haul of Championship mode quickly, set ring out to 10 seconds. Knock your rival out of ring and follow him. Keep him there for nine seconds, then dash back in the ring to claim victory.

Perfect Dark

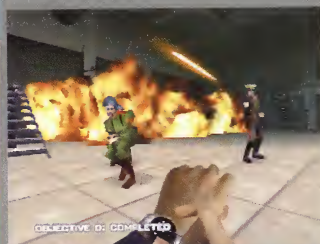
Elvis rocks
If you want to play as Joanna Dark's super cool alien pal Elvis, just complete Area 51 Rescue on the mega tough Perfect Agent setting. Finish the level in under 7:59 and this pint sized green dude is yours! Now kick some butt.



Classic Corner

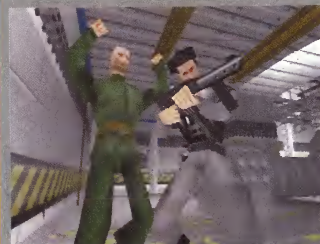
Goldeneye 007

You can keep your newfangled TWINEs and Perfect Darks, 'cos Goldeneye 007 is the original and the best shoot 'em up ever made. We reckon this is one of the Big N's classic titles, so come with us as we take a trip down memory lane with these awesome button codes. Just enter them quickly while you play...



▲ Invincibility

To make yours, if invincible, press **↑ ↓ ← → A B C X Z Y**



▲ All guns

To get all the guns in the game, press **↑ ↓ ← → A B C X Z Y**



▲ Maximum ammo

To top off your ammo levels, press **↑ ↓ ← → A B C X Z Y**

▲ Invisibility

If you want to be completely transparent, tap in **↑ ↓ ← → A B C X Z Y**

Hard as Nails

Turok 3 Shadow of Oblivion

Turok 3 is full of pant filling bosses. But the most terrifying by far has to be the evil Oblivion who you meet right at the end. As soon as you take care of him he transforms into something else. But you can make mincemeat of him by following these simple steps...



▲ Keep strafing and shooting, making sure you keep well away from his attacks. Beat him up until Oblivion stands still and a mouth appears in his chest. Move closer and pummel the mouth with loads of firepower as it opens and closes.



▲ The PSG weapon doesn't do any damage to Oblivion, but it will stun him for long enough to stop his attacks. Use this time to finish him off. But it's not over; too now the Essence of Oblivion escapes. Round two begins!



▲ Equip a powerful weapon and start chasing the Essence. Blast all the baddies and collect as much ammo as you can. Activate the switches at the left and right tunnels. This activates a bridge, so go through for the final fight.



▲ You now have to fight Turok. Keep moving and shooting all the way. If you stop to take him, he'll kill you. Use the Shredder to shoot him as you strafe around. Keep chasing him and, when he gets weak, use the PSG to finish him off. Finally Oblivion is defeated after one of the longest and toughest boss fights of all time.

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- Art of Fighting
- B - 02
- Bonjo: Kaze
- Body Harvest
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- Blast Corps
- Bombberman Hero
- Beastly Adventure Racing
- Bust A Move 2
- Dark Bumble
- Bonjo Toole
- Battle: Tora Global Assault
- Boo Funks
- Boogie Tanks
- Bust A Move 99
- Bottle Zone
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- C - 03
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- Cyber Tiger
- Critch USA & World
- Chameleon Twist 1 & 2
- Choppers Attack
- Chayngier 64
- California Sport
- Charlie Bear's Territory
- D - 04
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- Duke Nukem 64
- Diddy Kong Racing
- Duke Nukem: Zero Hour
- Boon 64
- Dark R4
- Destruction Derby 64
- Duel Master
- Deadly Arts
- E - 05
- ECW Hardcore Revolution
- Extreme G 1 & 2
- Earthworm Jim 3D
- Exotic Base 64
- Elite Monsters
- F - 06
- F-Zero X
- FIFA 99
- FIFA 2000
- FIFA 98
- F1 Pole Position
- Fighter's Destiny
- FIFA 64
- GoldenEye
- Rising Dragon
- Fighting Force 2
- Elbowman: Boss Hunter 64
- Fox Sports College Hoops 99
- G - 07
- Golden Eye
- Golden Nugget 64
- Gex
- Glover
- GoldenEye Legends
- GT 64 Championship Edition
- Goatman: Great Adventure
- G.A.S. 2: Fighters' Nestroom
- H - 08
- Hybrid Heavens
- Hot Wheels Turbo Racing
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- International Super Soccer
- ISS 98
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- Igg's Reckin' Balls
- In Fisherman: Boss Hunter 64
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- Majora's Mask
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- Mortal Kombat Trilogy
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- SC 2000
- South Park Rally
- Star Fox: Lylat Wars
- Superman
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- Supercross 2000
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- Yoshi's Story
- Yoshi's Island: Double Dino

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Your Tips

Write in Win THQ's WWF No Mercy this month

Send in your fave tip or sneaky cheat and you could win a prize. Or if you've got a problem, the Masters can help. As long as it's a Nintendo related problem. They're not agony aunts, you know.

Banjo Kazooie

Bear 'n' bird busting tips

We can tell that you're all looking forward to the release of Banjo Tooie 'cos loads of you have dug out the deadly duo's first platformer. Are you trying to remind yourselves how good it is?

Bryn Davies has sent us some wicked cheats. Go to the Sandcastle Floor in Treasure Trove Cove and enter CHEAT, followed by the code words.

**WARIO'S
WINNER**
Bryn Davies,
Wales

Get to later levels



▲ To get into Gobi's Valley without completing the mega tricky puzzle, enter GOBISJIGGYISNOWDON ETRERONINANDGETSO MESUN.

► For easy access to the brilliant Mad Monster Mansion level, type in THEJIGGYSNOWMAD EWHOLEINTOTHEMA NSIONYOU CANSTRO LL. Easy peasy!



Legend of Zelda

Majora's Mask

**WARIO'S
WINNER**
Chris Dent,
Devon

Save your sanity

If you fall from the top of Snowhead Dungeon, you have to start right back at the beginning again and it's so annoying!

But don't get Zelda rage 'cos our Chris has the solution for you.

Snowhead Dungeon



▲ When you get to the top of Snowhead Dungeon you have to do some tricky jumps. If you fall to the bottom, there's an easy way back on top.



▲ Put on the Deku Mask and stand in a pool of lava. You'll lose energy but, when you reappear, you'll be at the top near the door you last used.

WWF No Mercy

Weapon frenzy

You can get hold of some nasty weapons in WWF No Mercy. But it turns out that some of you aren't satisfied with the ones you're given.

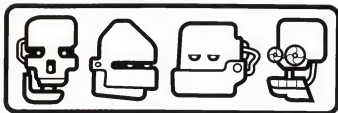
Lee from Salisbury found an easy way to get new ones.

**WARIO'S
WINNER**
Lee Hamsure,
Salisbury

Swop shop



▲ If four weapons are already in the ring and you don't like any of them, take any of them into the crowd and press Ⓢ. This exchanges them for different ones.



The Masters

The Masters are four mad gaming gurus we keep locked up in the attic here at NOM Towers.

WWF No Mercy

I can't get anywhere on Survival mode. Whenever I try grappling, another wrestler will grab me from behind and throw me on the floor. I can't even take out one of them, let alone a hundred! Alec Kelshaw, Leeds

■ Instead of using the grapple and pin method, why not try knocking them out of the ring instead? Here's our advice on how to do it...



1 Wait until two of the wrestlers are fighting each other. Position the third wrestler so that he's next to the ropes.



2 Start striking the third wrestler with light and heavy punches. Eventually he'll stagger onto the apron.



3 When he is groggy and on the ropes, perform a heavy punch to knock him clean out of the ring. Eliminated!



4 Ignore the other two wrestlers and position yourself facing where the new fighters run in. Get ready to do it again!

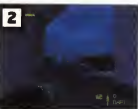
The World Is Not Enough

Help me, oh wise ones! I can't get past the guards outside the mansion in the Night Watch level on Secret Agent setting. I've managed to go beyond the swimming pool, but after that I fall the mission. Kelth Hughes, Swindon

■ Oh dear, Kelth. You are in a bit of a pickle, aren't you? And you're not alone! This is one of the trickiest bits in the game and we've had lots of questions about the first half of this extremely fiddly level. You need to be very discreet and your watch's Stunner function will come in pretty damn handy.



1 Before stunning the guard by the swimming pool, wait for Gabor's patrol route to take him to the group of nasties near the balcony. Then subdue the guard by the pool.



2 Go through the next arch and equip the Watch Dart. Use it on the patrolling guards and those standing outside the door. Quickly go into the dining room before they wake up.

Resident Evil 2

How on earth am I supposed to kill that enormous crocodile in the tunnel? Whenever I go near the thing it kills me really quickly. Even if I save up loads of ammo, I never seem to hurt it.

Andy Brane, Scotland

■ Oh, Andy! The crocodile is dead easy to kill when you know how. As soon as the big beastie comes for you, just run away and release the gas cylinder on the wall. The alligator will start to eat it and all you have to do is shoot the cylinder to blow them both up. Hey, bingo. One dead crocodile.



▲ Arghh! Please don't eat Andy, Mr Crocodile. All you have to do is run away from it and then throw a gas cylinder in its mouth to blow it up.

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome N64 prize. Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

Think up a novel new twist on any 64 game and send it to the usual address. There's a prize for the best two every month.

TWINE, Three On One



- You and three mates choose four characters on any multiplayer level.
- Pick two places that are a long way apart.
- One player starts at one point whilst the other three start at the other.
- The player on his own can use weapons but the other three can only use their fists.
- The single player must get to the second point without being killed by the others.

WARIO'S WINNER
Jan Ellis,
Hackney

WWF No Mercy. Submit



- Go and find a friend to play a game with.
- Start a two player match.
- At the Options screen, make sure everything is switched off, except for Submission to win the match.
- That way, you can't beat your mate by pinning, ring outs or finishing moves.
- The only way to win is by making them submit by holding them in the most painful way possible. Ouch!

WARIO'S WINNER
Derek Hargen,
Wells

Your Scores



Think you're the best at an N64 game? Prove it and you could win yourself an ace prize. That can't be bad!

This month's tough challenges

01

TWINE

King's Ransom, Secret Agent setting, fastest time

Run through the level and send us a picture or video of your fastest time.

Here's a hint. Tackling objectives in a certain order could help you out.



▲ Go as fast as your legs will carry you, Mr Bond.

02

WWF No Mercy

Cage Match versus HHH, quickest time

Get out of the Cage in the quickest possible time and then send us a snap to prove it.

We reckon that the Tree of Woe move always works well with Cage Matches.



▲ Put HHH in the Tree of Woe if you want to get out.

The results in full

WWF No Mercy

Ladder Match versus The Rock, fastest time

Well done, James Jackson. How do you guys get a time of under 30 seconds?

TOP BANANA

James Jackson, Cowley **21 secs**

02 James Kewley, Liverpool **24 secs**

03 Terry Symes, Rochester **38 secs**

04 Tom Lorkin, Beckenham **45 secs**

05 Robert Lee, Warrington **56 secs**

Legend of Zelda Ocarina of Time

Fastest time racing Dampé

With Majora's Mask riding high in the charts, here's a look at an older league.

TOP BANANA

Richard Highens **2,800,040**

02 Mathew Collins, Hayes **2,790,600**

03 Emi Demando, Notts **2,726,040**

04 Dodo Harvey, Bognor **2,715,700**

05 David Harvey, Bognor **2,588,560**



The Masters



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam on the N64 and get your high score or time.
- 2 Take a picture of the TV screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Do you consider yourself to be a Perfect Dark master? There's still time to enter our ace Mega Challenge.

Mega Challenge

The new Rare Mega Challenge will take place on the Crash Site Confrontation level, and you can use any difficulty setting you want.

What you have to do

To be in with a chance of winning, you need to go to Crash Site Confrontation, shooting as many dataDyne guards as you can in five minutes. Head shots are worth two kills, so it pays to be accurate!

Think you're up to the challenge? Quit out after five minutes and send in a picture of the stats screen. Don't forget to include your name and number so that we can contact you!



The Mega Final

Only those who finish in the top four will make it to the final. These ace sharp shooters will be invited to NOM Towers for a duel to the death in a multiplayer arena of our choice. As always, we set the rules for the Mega Final. So if you want to bag the fab prizes on offer, better start getting some practice in.



► You've only got five minutes to kill as many guards as you can. Make sure you get loads of head shots in!

Practice hard on the multiplayer levels, too. And play your pals, not just the computer. Then you definitely won't come unstuck in the final.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 12 May 2001 free.



Closing date and rules

- The closing date for Rare Mega Challenge entries is **Friday 27 April 2001**.
- The Mega Challenge final will take place on **Saturday 12 May 2001**.
- For the final contest itself, we set the rules! The final will take place in the multiplayer arena of our choice.
- Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.
- The decision of the magazine is always final. End of story.

In the event of a tie, the names will be put into a hat and one will be drawn out to attend the final. That's the rules, folks.

The World Is Not Enough



Secret Agent Walkthrough Part 2

You're getting into much more hostile territory now as you negotiate the perils of the second half of this Bond shooter. Will you be good enough?

Contents

Advanced missions

- ✓ Masquerade ✓ City of Walkways 1 and 2
- ✓ Turncoat ✓ Fallen Angels
- ✓ A Sinking Feeling ✓ Meltdown

Secret Agent History

Issue 93 Big Game
Issue 100 Review
Issue 102 Guide Pt 1

WE SAID "TWINE's a fab Bond blaster, but the multiplayer's not a Goldeneye beater."

Masquerade

In the last mission you eliminated the evil Davidov and boarded a plane to a secret nuclear installation. This is where you'll begin.

You'll need to be the master of cunning and stealth in this level.

Stealth required

The first part of your mission is to get into the underground tunnels without arousing any suspicion. Time to put your guns away.

1



▲ When you begin the level you'll find yourself talking to the pilot from the last mission. Look over his shoulder towards the truck and the man standing beside it.

2



▲ Walk up to this army chap and begin a conversation. Show him your transport documents from the Gadgets menu and head over to the tents.

3



▲ Search each tent until you find the lovely Christmas Jones. Have a conversation with this pretty lady and show her your papers. Yes, Bond. Just the documents.

4



▲ Head over to the concrete building. Ignore the scientists milling around and enter the lift. Jones will join you, giving you the opportunity to indulge in a bit of flirting.

5



▲ Once she leaves you, exit the lift and follow her down the tunnel. When she heads left, follow her and activate the red and white switch by the big door.

6



▲ Go through and take the right hand tunnel. Follow the corridor round and, in the room you come to, activate the red and white switch and watch the cut scene.

The pits

Now the action really begins. Guns are blazing, men are dying, but you're stuck in a pit. How on earth will you escape?

1



▲ Locate the yellow and black striped beam on ceiling. Aim your Grapple. Watch at it and fire. Climb up and jump.

2



▲ Renard's men will have won the battle against the guards by the time you get there and start shooting at you.

3



▲ Take cover and waste the men in blue. Don't fire too wildly! Jones is cowering up here and if you shoot her by accident it's Game Over. D'oh!

4

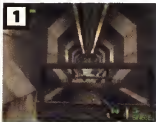


► Once all the bad guys are dead, run around the pit and collect weapons. Go down the corridor next to where Jones is hiding.

Tunnel vision

Can you feel the level getting tougher and tougher?

You'll need to make good use of any cover you can find as the bad guys have really big weapons in this section.



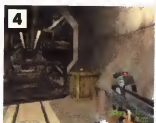
1 As you proceed down the corridor you will notice a cart blocking the way. Behind the cart are enemies who are wearing blue. Eliminate them all.



2 Once you have blown them all to smithereens, walk into the cart and push it along. About halfway down, the cart will get stuck in the tunnel.



3 As you're playing on Secret Agent or harder, you need to go back to a side area with computers. Kill the guard in here and collect the Locator Card.



4 To get past the cart, simply jump on the crates at the side and then climb on. From here you can continue down the tunnel. Easy when you know how!

Renard

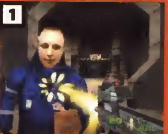
This is your first meeting with that evil genius, Renard.

But you don't get to kill this horrible boss just yet 'cos he'll manage to escape this time.

► As you jump off the cart, slowly approach the end of the tunnel. Guards line both sides of the next room so they'll need dealing with.

► Once the guards are dead, walk around and collect their dropped weapons. Approach the lift 'cos it's here that you'll see Renard.

▼ Unfortunately you can't shoot this boss just yet. When you get near enough, he'll talk to you and then set off a bomb. Once he starts talking, turn around and head straight back down towards the cart.

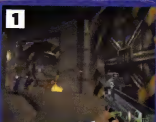


4 A picture of a bomb appears on screen. Run down the tunnel and jump onto the yellow and black beam hanging on the ceiling to escape.

Escape

You'll now be treated to a cool cut scene showing Bond escaping from the explosion that follows him down the tunnel.

Once this movie sequence is over, you'll be back in the pit area.



1 As soon as you find yourself back in the pit area, the entire complex will be rocked by some massive explosions. Make a swift exit before you get caught!



2 There are a handful of terrorists in the pit area. Kill them all as quickly as possible and collect their dropped ammo. You'll need it.



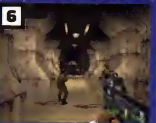
3 Once you've done that, head down the open tunnel blocked by flames. Before going down be sure to kill the guards in the room beyond the flames.



4 Once you have disposed of the terrorists, jump onto the green walkway at the side of the tunnel. Go past the flames and jump down into the room.



5 Collect all the dropped ammo. Walk down the next tunnel until you come to a crossroad. It's the corridor that has the green walkway on one side.



6 Now take the left hand tunnel. As you walk down you'll witness a gun battle between good guys wearing green and bad guys in blue.



8 Help your green buddies to eliminate the goons in blue, taking care not to shoot any of your allies. Once you go down the next tunnel there is no going back.

► Find Christmas Jones in the lift at the end. Run into the elevator and you'll complete the level.

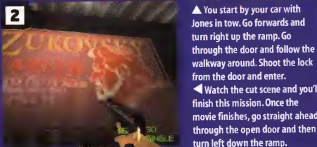


City of Walkways 1

You're in the docks now and there are yet more missions to complete. It's a tough level and you'll need all the weaponry you can find.

Zukovsky

First you have to find your old mate Zukovsky. This turns out to be easy, but the level will get a lot more difficult near the end.



▲ You start by your car with Jones in tow. Go forwards and turn right up the ramp. Go through the door and follow the walkway around. Shoot the lock from the door and enter.
◀ Watch the cut scene and you'll finish this mission. Once the movie finishes, go straight ahead through the open door and then turn left down the ramp.

Keeping Zukovsky alive

Now you've made friends with Zukovsky, you decide to help him. This means keeping him alive until the end of the level.

As you go about your business, be careful not to shoot his henchmen.



▲ On harder difficulty settings you get to kill some bad guys first. But if you're on Agent setting, just go past the yellow truck and through the door at the end.



▲ Once you've made it through the door, crouch and move over to the crates. Wait here until some terrorists run round to shoot you. Then you can kill them with ease.



▲ Move up the ramp to the right, killing any remaining terrorists. Collect the dropped ammo and look to your right where you'll see a large metal door.



▲ You can open this door by pulling the large switch on the right. Be prepared to kill all the bad guys first. When they're dead you can ride it up to the next floor.



▲ Go down the corridor and hit the switch on the wall to summon the lift. Be prepared to kill all the bad guys first. When they're dead you can ride it up to the next floor.



▲ Leave the lift and follow the corridor. In the next room are lots of terrorists. Once you've killed them, go through the next door and go right to the balcony.

Heavy weapons

You'll get to meet some terrorists who use really big guns. That means if you can kill one of them, you get to take their weapon. Ace!



▲ Jump off the balcony, kill the terrorists, flip the switch and turn the corner. Kill the guy with the Grenade Launcher. Through the opening and head right into the hut.



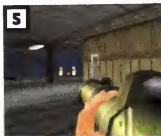
▲ Hit the switch that you find by the window, then move outside following the dock around to the right until you reach a ramp that leads downwards.



▲ Run down the ramp, turn left and run straight ahead, killing the guy who's holding the Rocket Launcher. Go up the next ramp and run forwards.



▲ Keep to the right and follow the dock until you reach another, larger hut. Clear away the guards and then head up the ramp that goes inside the building.



▲ Follow the ramps up, killing terrorists as you go. Watch out for goon with Grenade Launcher. Find the door in the corner.



▲ Go through door and kill the guard, then go round the corner to kill his mates. At the end of this room is a computer.



▲ Use the Modem from the Gadgets menu on the computer to complete one of your missions and then turn left.



▲ Go down the ladder and kill the guard round the corner. Head to the hut to complete your mission and finish the level.

City of Walkways 2

In your next mission you've got to get back to Zukovsky with the data you've discovered on the computer.

Helicopters

You'll remember these amazing helicopters from the film!



▲ Turn round and get the ammo and armour on the crates. At this point, a helicopter will cut through the building, ignore it 'cos it can't get you.



▲ Go through the two sets of doors opposite you. Flip the switch on the left. When the helicopter retreats, follow it down to the far door. Don't get too close.



▲ Shoot the guards and then go round the crates. Help your comrades and then make your way up the ramp you find in the right hand corner of the room.



▲ Clear the guards, go down next ramp and head right out of doors. Follow the broken ramp over the huge containers and go through the next doors.



▲ Help your comrades and grab the armour from the left alley. Don't forget to get the ammo from the container.



▲ Through two sets of double doors and into the next alcove. Wait until you can no longer hear the helicopter.



▲ When it has gone, get the ammo to your right. Go through the other exit and follow the dock around until you see the three walkways. ► Wait at the furthest ramp until the helicopter leaves. Run along, shooting the guards. Go through the next set of doors on the far side.



▲ Repeat this process until the helicopter is destroyed. It takes about three to five direct hits. If you run out of missiles you can get more from the car.

Better watch out for the helicopters armed with vicious looking chainsaws! They'll saw you in half, so stay away from their nasty blades.

Barrel blasting

TWINE is filled with explosive barrels. These can be used to destroy groups of enemies that are tricky to kill with normal gunfire.

It's great to use this technique when you're running low on ammo.



▲ Go left, then turn right at the end and shoot the barrel. Stand back while it explodes, killing some of the terrorists standing nearby and saving you ammo.



▲ There are a few more baddies to kill in here, so carefully move through the warehouse and pick off any who might still be lurking around.



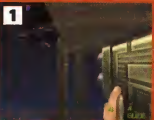
▲ Exit through another set of doors and run along the walkway. Do not shoot your allies! Strafe left and right as you run to avoid hostile fire.



▲ Kill guards at the end, then go down the ramp in the middle of this platform. Find the Sentinel in the boot of the car and get the armour on the walkway.

Helicopter gunship

This is the hardest fight in the game by far. The helicopter gunship is even tougher to get past than the final boss!



▲ Equip the Sentinel and inch your way out onto the walkway where you got the armour. When the helicopter is directly above you, shoot at it.



▲ Don't forget that your missiles are laser guided! You need to keep the crosshair over the helicopter until the missile explodes.



▲ Repeat this process until the helicopter is destroyed. It takes about three to five direct hits. If you run out of missiles you can get more from the car.



▲ When the chopper's destroyed, head across the lowered walkway and into the building at the end to clear the level after shooting the guards.

Turncoat

There's no set time limit, but if you go slow you'll get messages hurrying you along. One too many of these and it's all over.

You'll keep catching a glimpse of your prey as he runs round a corner. It's tempting to try to shoot him, but this merely wastes ammo. You can't kill the bad guy on this level so concentrate on keeping up with him.



1 ▲ You start the level with no ammo or guns, so the first thing to do is find some. Go forwards, round the corner and then climb up the ladder on your left.



2 ▲ Follow the walkway around and pick up the weapon you find at the end. Now drop off, turn around and head towards the large arch you see in the distance.



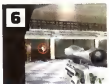
3 ▲ Kill the terrorists and stay away from any vehicles 'cos they tend to explode. Take the first right and follow the road around, taking care not to shoot any civilians.



4 ▲ Keep following the route as it twists and turns, killing any nasties you find. You will come to an area with closed arches. There is a door on the left.



5 ▲ Go through the door and kill any interfering terrorists. Go up the stairs. Be careful who you shoot 'cos there are lots of innocents on this level.



6 ▲ Shoot all the terrorists in the next room, including those on the balcony. Collect the armour in here and then go through the exit in the left corner.



7 ▲ Make your way up the stairs, walk around the balcony and go through the next door you come to. Climb up the stairs until you reach the roof.



9 ▲ Dispose of all the terrorists and walk around the building, making sure you snipe any terrorists lurking nearby. Find the place where the railing is broken.
▲ Take a running jump onto the building below. Kill the terrorists and go through the door to collect their ammo. Exit this room and go back onto the roof.



10 ▲ Turn down the ramp on the right hand side and jump over to get into the next room. Go through the door in front of you and walk down the corridor.



11 ▲ Open the door on your right and kill the guard lurking behind it. Mow down all the terrorists in this room and move right until you get out onto the balcony.



12 ▲ Now turn to your right and climb up the ladder mounted on the wall. Eliminate all of the baddies on the roof and fall through the skylight on the far right hand side.



13 ▲ Now make your way through the archway and turn right, being very careful not to kill the hostage while you're blowing away the nasty guards.



14 ▲ Go through the left doorway and down the stairs. Kill the guards and go straight through the double doors. Clear the room and go through the next set of doors.



15 ▲ This is the last room. It is filled with terrorists and some hostages, so kill the bad ones and save the good ones.
▼ The exit from this level is in the left corner from where you entered. Make sure all the terrorists are dead and then exit to finish the level. Well done, Bond.



Fallen Angels

This is another level where you get to go in with all guns blazing. Better make sure that you pick up all the weapons and ammo you can find.

Prepare to take your revenge for Zukovsky's untimely death 'cos you get to kill a whole lot of bad guys, including the nasty Bullion. Hooray!

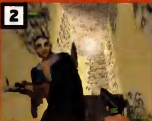
Zukovsky

Poor old Zukovsky, may he rest in peace. Yes, your old mate bites the dust in this level, so forget about all your missions.

It's time for James Bond to wreak his terrifying revenge.



1 Pick up the gun that's lying next to Zukovsky's corpse. He'd want you to have it! Go straight through double doors, turn left through the dressing room. Open up the next set of doors.



2 Shoot the guard to your right on the balcony and grab his gun. Now go back to where you started and take the stairs up. Make sure you don't kill the friendly dude who's guarding the stairs.



3 At the top of the stairs, go straight into the first room and kill everyone in it. Go over to the desk near the far door and collect the Scanner. Pick up any ammo hanging around.



4 Go out through the door and clear the corridor of any nasty enemies that may be lurking. Shoot the two cameras you find in the corner of the rooms, then head back to the balcony.



5 When you're out on the balcony, turn left and go round the corner. Look over the wall and down to your left and you will see the evil Bullion hiding behind some sandbags. Time to take him out.



6 Using a slighter weapon, take aim and carefully pop a few rounds into him. Once you're sure he is dead, polish off the other guard who is wandering around on the middle level.



7 Keep looking out for the barrel on the docks below and shoot it to blow up a guard. Go back through the doors you came out of earlier and proceed down the dirt track opposite.



8 Head down the dirt track. This is an excellent time to check that all your weapons are reloaded. This track will lead you to an empty room with only one door, so go through it.

Carnage

This is more like it. More bad guys to kill and lots of them.

This is what shoot 'em ups are all about. Watch out, though. Ammo becomes pretty scarce as you progress, so take careful aim.



1 Walk straight ahead and round the corner on your right, killing all the terrorists as you go. Go right the way to the end and get the armour.



2 Turn back round the corner and down the ramp to the right. Follow this corridor around to the docks and get the print from Bullion's corpse.



3 Make your way back to Zukovsky's corpse and up the stairs. Go round to the hand scanner and use the print that you obtained from Bullion earlier.



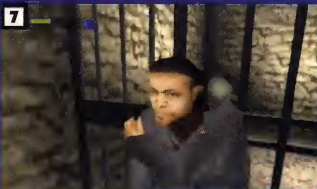
4 Through door and shoot both cameras. If you don't, the doors lock and the room fills with gas. Use Grapple to climb through the hatch in the ceiling.



5 Shoot the cameras in here, too, and then go straight up the winding staircase. Walk across the next landing and take a left through to the cells.



6 Walk to the end of the corridor where you'll find M in a cell. Shoot the lock to get her out and complete an objective. Watch cut scene.



7 Punch the guard and leave the cells, going straight up the first staircase. Kill baddies at the top and run through to find Elektra and M. Watch the cut scene. Shoot Elektra as soon as you regain control, being careful not to harm M. This is the end of the level.



A Sinking Feeling

Now that you've rescued poor old M, it's time to track down the evil Renard. But it's not going to be easy, Mr Bond.

Sailor shots

This level is crawling with nasty terrorists masquerading as sailors. It's up to you to shoot the red capped bad guys.

1



▲ First put the silencer on your weapon. This is essential 'cos if you alert the guards before you get in the sub they'll raise the alarm and you'll immediately fail the level.

2



▲ Now you need to quietly dispose of all of the guards wearing the red caps around the crates without any of the others knowing about it. Take a look around and learn their patrol patterns.

3



◀ The best way to take out the guards in this area is to sneak up behind them and shoot them in the back of the head. Your first target should be the guard patrolling the crate area.

4



► If you're spotted before getting in the sub it's Game Over. Wait until the crate guard walks round to the back wall, then run up behind him and then pop a bullet in his head. He won't know what hit him.

5



▲ The second enemy you have to dispose of is the one who's standing guard over the alarm switch on the wall. It's best to approach him from his right and quietly dispose of him.

6



▲ Once he is down, the last of this trio of guards is easy pickings. Wait while he patrols up and down the dockside and, when he gets close, just blast him into oblivion. What a thickie!

7



▲ Make sure you pick up the dropped SSR Sniper from one of the fallen guards. Now you can use this ace weapon to pick off the guards on the walkway leading down to the sub.

8



▲ When they're all dead, run down the dock and eliminate the second set of guards by the alarm switch and then clear the crate area of any remaining henchmen. Mission complete.

Sub aqua

You've fought your way through the sailor boys and are now ready to go into the sub itself. Go on! Christmas Jones is waiting.

1



▲ All the guards are dead, so now you can cross over the walkway to the submarine and climb up the ladder on the far side of the entry tower.

2



▲ Jump into the entrance at the top of the tower to finish the first objective and then climb down the ladder and into the bowels of the vessel.

3



▲ As you climb down the ladder, look straight down and shoot the guard below directly in the top of his head. Once he's dead, you're ready to go.

4



▲ The sub is littered with alarms. It won't end your mission if they get pressed, it just means more baddies to kill, which will make you low on ammo.

5



▲ If an alarm is triggered, red lights flash and hordes of goons come for you. Use your Laser Watch to disable alarms even after they've been activated.

6



▲ You must find Christmas Jones. She's always in a different place so check the room to the side and the closed door at the end of the ladder room.

7



▲ If you do find her, don't talk to her until you've cleared the entire sub of enemies 'cos when you speak to her, she follows you around like a little lost puppy.

Control

The action's really starting to heat up in your submarine below the waves. And now you get to start some massive explosions, too!

You also need to locate Christmas Jones if you haven't already found her.



▲ Go through the open hatch, which is opposite the ladder where you came down. Then turn to the right. Follow the corridor going round the corner to the left.



▲ Blast the alarm with your Laser Watch and check the room opposite you to see if Christmas Jones is hanging out in there. Kill any red capped sailors in here.



▲ Go straight ahead through the closed door and turn left. Wait for the patrolling guard to appear and carefully shoot him and any of his comrades who rush out to help.



▲ There are quite a few doors in this corridor, but the one you need to take is the first one on your right. Go straight through the opposite door in the next room and then turn left.



▲ After the next exit, take the right hand door whilst clearing the area of any sailors. Remember to disable any alarms you see using your Laser. You don't want them to go off.



▲ There is a door on your right down this corridor. Go inside where you will encounter lots of bad guys. Kill all of them and you'll complete a mission.



▲ Do not go through the door in here yet. Instead, go back and kill all the bad guys on the entire sub and find Christmas Jones if you have not done so already.

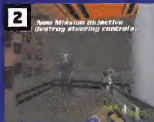
Jones

Your next mission is to rescue the lovely Christmas Jones.

Fail this objective and your latest love interest will surely die. Come on, James! Get a move on or it's curtains for this little lady.



▲ Jones is either in the room behind the ladder, the room next to the ladder, the room opposite the second alarm switch or the room just past the control room door.



▲ If Jones is not in a particular room, there will be a sub crewman there instead. Do not shoot these poor innocents or you'll fail the mission.



▲ Once you have located Christmas Jones, talk to her and lead her past the control room door. Go through the door after it and then turn to the right.



▲ You will see a red lit area around the corner. Go down ladder into the Mine Room. Leave Jones in here for her safety.



▲ Once Jones is in the Mine Room you've completed an objective. Back to control room and through door on left.



▲ Kill all the red capped sailors in here. You will see some levers opposite you. This is the control panel for the sub.



▲ Blast them to finish the level. Always make sure Jones is in the Mine Room before doing this or she might die. Now sit back and watch the cut scene.

Meltdown

Well done, Mr Bond. You have reached the final and hardest level.

Most of your time will be spent swimming through the leaking sub which can be very disorientating, especially as you have to keep a close eye on your oxygen meter. You've got to be quick, or you'll be gasping for air.

It's pretty tough being a secret agent these days, you know.



▲ Put your swimming cap on, it's time to get wet. Step through hatch, fall into the water and swim straight ahead, ignoring the steam that billows out behind you.



▲ Pull the wheel in front of you and turn around. Swim to the other end of the room where the steam was and dive under. Go through the hatch below the surface.



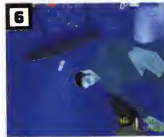
▲ Once through the hatch, swim up into the air pocket to catch your breath. Your oxygen level is indicated by the blue bar at the top of your screen.



▲ Keep breathing until your blue bar is completely full and then swim through the hatch at the bottom of the up turned corridor that you find yourself in.



▲ When you've got to the next room, look straight ahead and go through the hatch. As soon as you enter this corridor start swimming downwards.



▲ Swim straight ahead and duck into the side room with the floating table to catch your breath. Once again, wait 'til the blue bar is completely full before continuing.



▲ Swim back into the corridor that you entered by. Then you need to get back through the next hatch which leads into another corridor. Hope you're not out of breath yet.

Upside down

In this level it's easy to get confused and start going the wrong way. You need to be aware of certain landmarks as you go.



▲ In the next corridor there are two exits sloping down at either end. One of these is blocked with pipes. Swim to the other end and paddle straight down.



▲ Take the middle exit on the floor of the next corridor and swim straight down through all of the open hatches.



▲ Use the ladder in the middle as a landmark. Swim into the room with the dead sailor floating around. Yuck.



▲ Now turn around and keep your eyes peeled for a rectangular shaped opening. When you spot this you can be sure you're going the right way.



▲ Through the rectangle shaped opening, turn right and go straight. In the next corridor, go up the middle hatch and swim towards the top.



▲ Get your gun primed and ready to shoot when you get near the top as there are some terrorists waiting for you to emerge. Be prepared for them.

Dry land

Now it is time to kill the evil Renard once and for all. It's a tough job, but at least you're back on dry land.



▲ As soon as you've killed all the terrorists, walk around and collect their dropped weapons. You'll need them. Go to the opposite end of the corridor.

▲ Look up and stand under the hatch in the ceiling. Find the armour that's under the water. You should pick it up if you are directly under the hatch.



▲ Aim your Grapple Watch at the point above you. Climb up the rope and into the next corridor.

► Halfway along this corridor is another hatch in the ceiling. Again, aim for the grapple point above you. You'll find Renard in this room.



Renard

You're finally ready for a confrontation with the ultimate bad guy of the game. Don't be nervous 'cos it's pretty easy to do!



▲ Climb up the rope you have made to see Renard in a glass tube suspended in mid air. On the wall just beneath him is a switch.

► Killing Renard is far too easy. All you have to do is press the switch and you'll get a cut scene of Renard being skewered in the tube.



Escape

Wicked boss Renard is dead and there is very little else to do now other than escape from the sinking submarine.

You're nearly at the end of this epic game, Bond. But will you get the girl as well as a vodka martini as a reward?



▲ To make your escape from the submarine, jump back onto your Grapple Watch rope and go to the raised platform at the very end of this room.

▲ At this point, red capped sailors will start descending from a hatch in the ceiling, so stand back and pick them off in mid air. Easy killing, eh, Bond?



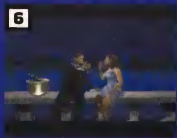
▲ Look up through the hole where all the guards came down from and use the Grapple function on your watch to get up through the hatch.

▲ In the next corridor, just past the steam, is another open hatch in the ceiling. Use the Grapple Watch ability again and then climb up.



▲ About halfway along corridor is another open hatch in the ceiling. Once again, use your Grapple Watch to get up to the higher level.

► This will end the level and the game, so sit back and enjoy the final cut scene. Vodka martinis all round for saving the day once again.



You did it!

You have shot all the bad guys, saved the world and managed to get in the good books of a fine looking lady. Put yourself on the back 'cos you've completed the game.



Pokémon Puzzle League

Thrash the game

Prepare to have your brain totally scrambled. Ash and Pikachu have teamed up once again for another exciting Poké instalment.



Contents

Strain your brain

- ✓ Beat the blocks ✓ Crack the combos
- ✓ Make those chains ✓ Get all the cool rewards

Prior Puzzles

Issue 100 Review
Issue 101 Official Tips

WE SAID "If you're a puzzle fan or a Pokémaniac you're sure to love this title."

Block Types

To be the top block builder you will have to know your block Types.

There are seven in total, so watch out for Water, Fire, Leaf, Heart, Circle, Diamond and Poké Ball. Match 'em up to clear your screen.

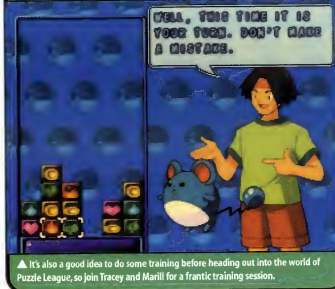
If you're still not sure what to do, these tips will help...



▲ If you can connect three of the same block Types together, your garbage will be dumped on your opponent's screen, making their life much harder and yours a whole lot easier.



▲ If you want to check up on the rules, be sure to pay a visit to Oak's lab. His sound advice should have you block bashing in no time. Thanks, Professor. You've really cleared things up for us.



▲ It's also a good idea to do some training before heading out into the world of Puzzle League, so join Tracey and Marill for a frantic training session.

Combo nations

To stop the build up of blocks, you have to join three together.

But if you want to be really flash you should try linking up even more blocks to earn yourself some super combos and some mega scores.



▲ Block combos of four earn you a basic 70 points. Combos of five blocks get you 110 points. Block combos of six win you 210 points and block combos of seven get you a big fat score of 260 points.



▲ If you're really good and get a combo of eight, expect to rake in 310 points. A combo of nine earns you a whopping 360 points and if you manage to get a combo of 10 you get a colossal 410 points.

Chain gang

Making chains is the most effective method of winning. This is where two or more combos link up to give your rival a big bashing.



▲ Line up some blocks, like the blue and green ones here, so that when you switch you will have a killer combo ready to unleash on your opponent.



▲ Now that you've removed a ton of blocks in one move, watch the Fire block above the combo start to fall.



▲ As it falls, notice that it will land next to two other Fire blocks directly below it. When it connects you've made a Skill Chain.



▲ This throws tons of junk in your rival's direction. Make another chain and then sit back and watch them squirm.

Rich rewards

If you play in the one player Stadium mode, then expect to meet and battle with famous Poké people from both the cartoon and the games.

Defeat them to get Trainer Badges, or even Elite Medals if you've proved yourself to be a real Puzzle League master. Here is the complete list...



▲ Brock Boulder Badge, Misty Cascade Badge, Lt Surge Thunder Badge, Koga Soul Badge, Erika Rainbow Badge, Sabrina Marsh Badge, Blaine Volcano Badge, Giovanni Earth Badge, Ritchie Elite Medal, Lorelei Elite Medal and finally the Bruno Elite Medal.

Stop the clock

A major advantage of unleashing a torrent of combos on your mate, is that it makes the screen pause instead of scrolling up.

If your screen is chock full of blocks, unleash a few combos or chains to get a brief reprieve. The bigger the combo the longer the pause.



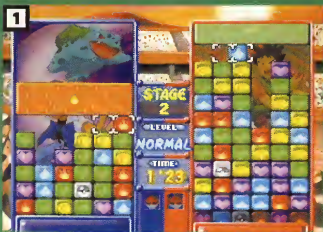
▲ Create a series of combos and chains to mash your mates. Better Poké Trainers will make larger, more devastating chains to hurt their pals.

▲ As soon as the chain is made, the screen will momentarily stop making its way towards the top, giving you a chance to catch your breath.

▲ Use these vital seconds to clean up. Produce a wave of combos and chains and you'll soon be able to deal the killer blow.

Top tip

If you see that your rival's screen is getting quite full up, quickly press **Left** or **Right** to scroll the screen up.



▲ Scrolling the screen up will give you a far better chance of creating a winning combo or chain to throw at your mate on the other side.

You're rubbish

If your opponent is getting the better of you by dumping piles of trash on your screen then fear not.

Connect a combo to the trash and you will have a moment to line up a devastating chain as the trash blocks reveal themselves. Be quick 'cos the trash flips over in the blink of an eye!



▲ When an opponent dumps tons of rubbish on your screen, get ready to line up a normal combo. Then attach it to the Junk that your rival sent over.

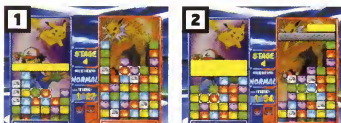
▲ As the trash gradually starts to reveal itself, line up blocks of the same colour as those in the trash underneath before the rubbish disappears.

▲ Do this fast enough and you'll quickly be able to make new combos and eventually send the rubbish back to where it came from.

Poké Ball blocks

Poké Ball blocks are the sneakiest, most devious and downright dirty blocks in the entire game. Poké Ball combos are really nasty as they send a fat wad of concrete over to your opponent.

The opposition will not be able to trash any of the blocks that fall above the concrete, so get out your shovel, cement and sand and get mixing...



▲ Watch out for the white blocks that pop up every now and again. These are Poké Balls and they add a whole new dimension to the proceedings. Use them in the right way and you could be unstoppable.

▲ Connect three of these Poké Ball blocks and you'll dump a ton of concrete on your rival's side. Your shocked opponent will soon find that they can't do anything above the concrete. Oh dear.



▲ Your opponent will still be able to connect combos onto the concrete, but any blocks on top will remain hidden, stopping their chances of making whopping chains.

▲ Now quickly take advantage of this situation by sending over as many combos and chains as you can. This will fill your screen and lead you onto victory.

Poké master

Perfect these top tips and you'll soon be a Poké Master. Why not invite your mates over and give them what for in the Puzzle League arena? They're bound to leave with their heads hung in shame.



Legend of Zelda Majora's Mask



Hot Spots and Masks Guide Part 1

Majora's Mask is sheer gaming heaven, but it's not easy. Here's a recap on all the toughest parts in the game, and how to get all of those groovy masks.

Contents

Heroic activities

- ✓Toughest parts solved
- ✓Side Quests
- ✓Bomber Boys caught
- ✓Note Book entries
- ✓Masks found
- ✓Fairies revealed

Link's Quests

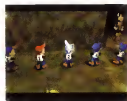
- Issue 94 News
- Issue 96 Big Game
- Issue 99 Review
- Issue 100 Guide Part 1
- Issue 101 Guide Part 2

WE SAID "A thrilling story and characters that will live on long after the game's finished."

Clock Town Map

Clock Town is the main place where you'll come across your first problems in this awesome N64 adventure.

Here's a town map to make navigation to the shops easier, and we've exposed the hiding spots of the Bomber Boys. But you'll still have to find them!



Two of the Bomber Boys are in North Clock Town, one behind the slide and the other near the trees. Two hide in East Clock Town. One is on the roof of the Inn. Use the launch flower to get him.



Magic Beans

Once you've got your Ocarina and warped back to the first day, you have to go to the swamp and rescue a monkey.

It's being held prisoner in the Deku Palace, but the only way you can get to him is through the hole on the right wall of the palace. You'll need some Magic Beans, but no one will sell them to you. Here's what to do...

1



▲ Go into the east gardens of the palace, outside the entrance to the throne room. You have to sneak around here because, if the guards see you, you'll be thrown out of the palace.

2



▲ When you get to the second garden, look for a black hole in the floor and fall down it. From where you appear at the bottom, look to your left and you'll see an opening that leads to another room.

3



▲ Here you'll find the Merchant, eating Beans out of a bag. Speak to him and he'll be more than happy to sell you a few. Now plant them in the soil on the left side of the Palace.



▲ You'll find the other holding a Cacoon near the roof of the Milk Bar. Go up the stairs and approach him from behind. The last is in West Clock Town outside the Post Office.

- 1 Temple
- 2 Post Office
- 3 Swordman's School
- 4 Bomb Shop
- 5 Trading Post
- 6 Curiosity Shop
- 7 Bank
- 8 Mayor's Official Residence
- 9 Stock Pot Inn
- 10 Milk Bar
- 11 Treasure Chest Shop
- 12 Honey & Darling's Shop
- 13 Town Shooting Gallery

The Lens of Truth

There's lots to do before you can enter Snowhead Temple. The first thing you need to do is find the Lens of Truth.



▲ Use the signposts dotted around to find your way to Goron Village. Once you're in the Village, you'll see a small, separated island to the east on your game map.

◀ Head towards this island until you get to the edge of the cliff and you should see a large owl on a post. Talk to him and he'll fly across the gap towards the island.

◀ As he flies he'll drop feathers onto invisible platforms. Use the feathers as a guide across and into the cave. Grab the Lens and use it to reveal the platforms to get back again.



Hot Water Springs

The rock munching Gorons are experiencing some freak weather, and everything is frozen. The leader of the Gorons is also stuck in a block of ice, and is unable to speak.

You have to find some way of thawing him out because you can be sure he holds some vital information essential to this mission...



◀ Once you get the Lens of Truth and you return back to the Village, you'll see a black circle moving around on the floor. This is the shadow of a dead Goron.
▼ Look at him with the Lens of Truth, and speak to him. He'll tell you to follow him. If you run out of magic, just follow his shadow. He is taking you to visit his Tomb.



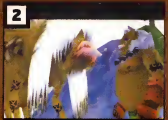
◀ When you're there, play the Song of Healing for him and you'll get the Goron Mask. Put it on and use your enhanced strength to pull the tombstone and reveal the Hot Water Springs!

Enter Snowhead Temple

There's a fierce wind at Snowhead Temple that'll stop you from getting anywhere near the entrance.



▲ Go to the Goron Village and look around for a locked stone door. Do a Goron stomp to open it. Inside, a Goron baby will be crying because his father has gone out. You've got to find him!



▲ Go to the Hot Water Springs (see Hot Water Springs box), and get a bottle full of water. Now rush to the area with three small platforms joined by bridges. The elder is inside a ball of snow.



▲ Use Tat! to find the right one. Punch the snow off with the Goron Punch. Melt the ice with the Hot Water. He'll teach you the first half of the Goron Lullaby. Now go and play it to the baby.



▲ He'll recognise it and teach you the other half. Now go back to Snowhead, turn into the Goron and play the Lullaby to the giant Goron. He'll nod off, and you'll be able to roll into the temple.

Forge your sword

You can get your sword sharpened inside the house near the Goron tomb. This is not essential but, if you get your sword forged, it'll make enemies easier to kill later in the game.

Things only get tougher from here, so you'll need all the help you can get.



▲ Store 200 Rupees in the Bank, he'll give you the Adult Rupee Bag. Finish Snowhead Temple to thaw the mountains. Buy a Powder Keg and blast open Goron Races.

▲ To fully forge your sword, you'll have to leave it in the shop for two nights, so start this sequence on the first day. Firstly, you'll need the Adult Rupee Bag. Go over to Clock Town.
▶ Win and get the Gold Dust. Now go to the blacksmiths who forge the sword. Give them 100 Rupees to forge it, come back the next day. Give them the Gold Dust and they'll make it even better!

Powder Kegs

There are certain areas in the game that are blocked by extra large boulders that your standard bomb won't even scratch.

To get rid of these obstacles, you'll need the fearsome blasting power of the Powder Kegs. Without them, you won't get into the Goron Races.



▲ Complete Snowhead Temple so that the snow melts. Now go to the Goron Village and enter the large cave that was blocked by ice before. Speak to the Goron inside to get a Powder Keg.



▲ Throw the keg up the stinger and use it to blast open the entrance to the Goron Races. Now you will be able to buy Powder Kegs for 50 Rupees each from the Goron in the Bomb Shop.



Get Epona

We get tons of calls asking how to get Epona so, even though it's not very difficult, we thought we'd throw it in anyway. Most of you start looking for her far too early in the game.



▲ Use Ocarina to warp back to the first day. Get Powder Keg from Goron in Bomb Shop in Clock Town. Go to Milk Road and use the Powder Keg to blast away the rock.



▲ In Romani Ranch, talk to Romany. She asks you if you want to practice. Accept and pop the ten balloons. If you do it, she'll teach you Epona's Song which you can use to call Epona.

The Masks

The most original features of this new Zelda adventure are the Masks which give Link different powers. There are a total of 24 magical Masks for you to find, and it isn't easy.

For each and every one, you'll have to complete side quests or talk to people at different times of the day. Here, we show you how to get your mitts on half of the Masks, including the Deku Mask and the Goron Mask.

Deku Mask



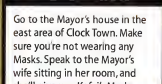
You start off in the form of a Deku Scrub. Once you have done the first three days, got your Ocarina back and spoke to the Mask man, he'll turn you back to normal, leaving you the mask to wear.

Goron Mask



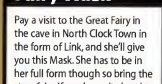
Using the Lens of Truth, follow the ghost Goron from Goron Village to his tomb, and play the Song of Healing for him. You'll get the Goron Mask that'll turn you into a super strong Goron. Nice one!

Kafei's Mask



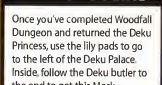
Go to the Mayor's house in the east area of Clock Town. Make sure you're not wearing any Masks. Speak to the Mayor's wife sitting in her room, and she'll give you Kafei's Mask.

Fairy Mask



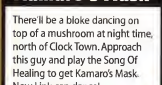
Pay a visit to the Great Fairy in the cave in North Clock Town in the form of Link, and she'll give you this Mask. She has to be in her full form though so bring the stray fairy if you haven't already.

Mask of Scents



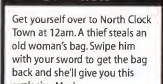
Once you've completed Woodfall Dungeon and returned the Deku Princess, use the Lily pads to go to the left of the Deku Palace. Inside, follow the Deku butler to the end to get this Mask.

Kamuro's Mask



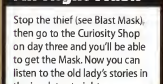
There'll be a bloke dancing on top of a mushroom at night time, north of Clock Town. Approach this guy and play the Song Of Healing to get Kamuro's Mask. Now Link can dance!

Blast Mask



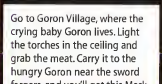
Get yourself over to North Clock Town at 12am. A thief steals an old woman's bag. Swipe him with your sword to get the bag back and she'll give you this explosive Mask.

All Night Mask



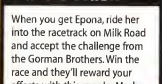
Stop the thief (see Blast Mask), then go to the Curiosity Shop on day three and you'll be able to get the Mask. Now you can listen to the old lady's stories in the Inn, late at night.

Don Gero's Mask



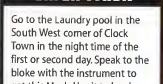
Go to Goron Village, where the crying baby Goron lives. Light the torches in the ceiling and grab the meat. Carry it to the hungry Goron near the sword forgers, and you'll get this Mask.

Garro's Mask



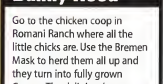
When you get Epona, ride her into the racetrack on Milk Road and accept the challenge from the Gorman Brothers. Win the race and they'll reward your efforts with this spooky Mask.

Bremen Mask



Go to the Laundry pool in the South West corner of Clock Town in the night time of the first or second day. Speak to the bloke with the instrument to get this Mask. Use it to herd chickens on Romani Ranch.

Bunny Hood



Go to the chicken coop in Romani Ranch where all the little chicks are. Use the Bremen Mask to herd them all up and they turn into fully grown Cuccos. The delighted owner will give you the Mask.

Next month

Make sure you grab issue 104 of Nintendo Official Magazine because we'll be tackling even more of the toughest parts in Majora's Mask, and telling you how to get the rest of the Masks. Happy adventuring!



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London, EC1V 7QP. Or you
can e-mail us at richard.marsh@ecm.emop.com

We dish out top prizes for
the best letters and stuff
we like, so get scribbling.
Thanks to Nintendo for
the prizes this month.



Nintendo

Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Letters ✓ Bowser's Prison ✓ Game or lame? ✓ WWF Questions ✓ Your e-mail

They're here! **Pakéman Gold & Silver** have finally arrived. Love 'em or hate 'em, the **Pakéman** are everywhere and, judging by this month's mail bag, there are a lot of people who can't wait to get hold of a copy, and just as many who'd rather eat cold Brussels sprouts than look at Morill and Pichu. Over to Dave 'n' Rich...



"I know you must be busy, but could you create a new game that has wizards and dragons? Please, please? I'm very fond of magic and, if you create this game, I will be eternally grateful."

Nicholas Barrett, Belgium

■ If you're so fond of magic, why don't you just magic one into existence, eh? **Rich**

■ There's talk of Electronic Arts making a Harry Potter game for next generation consoles, so it's possible that you might have a magical Gamecube adventure one day. **Dave**

"After telling my mum and dad that I wanted WWF No Mercy for Christmas, what did I get? WWF Warzone, a game I already own! And all they said was: 'Well, it's WWF, isn't it?' Thanks for nothing!"

Jack Leaggin, Bristol

■ Dear me, another sad case of stupidparentitis. Next time, insist on hard cash. It saves a lot of hassle in the long run. **Rich**

MARIO'S WINNER!

"I got the most boring game for Christmas from my aunt. She bought me NBA Hangtime. It's so annoying and boring! Every time I talk to her she says: 'Are you enjoying your game?' I just have to say 'yes!'"

Sean White, Wallingford

■ I can imagine your face as you opened the present! Aren't parents and relatives crap sometimes? I got hair styling products this year, which would have been great if I had some hair! Ho hum... **Rich**

MARIO'S WINNER!

"I went to see the Pokémon film, and I thought it was totally amazing. The animation was incredible but it made me think, why couldn't they have that quality for the TV series? Surely it would be the most popular thing on telly if they did."

Paul Mathers, York

■ Even your mum would watch it! EastEnders would go to the bottom of the viewing charts, and Emmerdale would change its name to Pokédale! Well, we can dream... **Dave**

"Look, I just can't take any more Pokémon! Everywhere I go and look, there they are. There's no escaping. When will it end?"

David Everitt, Hastings

■ It'll never end! Give in to the power of Pokémon, don't fight it. Let Pikachu and his pals into your heart! **Rich**

"The Pokémon movie was ace! Lugia's really cool and the 3D effects are mint. It's a must see for all true Pokémaniacs."

Sam Jones, Coed Talon

■ I thought the movie was excellent, the battle between the Legendary Birds is simply awesome. **Dave**

Bowser's Prison



If you had to do time in Bowser's Prison, what three N64 games would you take with you? Send us your list of three games and why you'd take them, and you might be bonged up with the ultimate bad boy, Bowser, and win a top N64 game. Please note, you MUST send a photo with your Bowser's Prison entry.

Subhan Dalvi

My three games would be...

(1) Legend of Zelda, Ocarina of Time

Why? It's pure, 100%, straight down the line brilliance! It's my best game 'cos of its awesome gameplay, lifespan and graphics.

(2) Goldeneye 007

Why? The multiplayer is just so tense without radar.

(3) Perfect Dark

Why? I've just realised what the 'Perfect' means in Perfect Dark. It's a must have for all Nintendo fans.



"I'm really looking forward to Sin & Punishment, it looks awesome! I reckon it'll rate 96/97%. The graphics are amazing, but it needs gameplay to keep up with the biggies. The new look Awesome Collection is fab, too!"

Amir Hussain, Walsall

■ Sin and Punishment is one of the fastest and most intense N64 games we've played in a long while. Nintendo should do us all a big favour and bring it out over here... quick! **Rich**

Mario's Hit List

Do you want to see your letter in Club Mario? Can't think of anything to write about? Why not tackle one of these subjects...

- How far would you go to own one of the first Game Boy Advances in the UK?
- What do you think of the 100 new Gold and Silver Pokémon?
- What awesome games would you like to see released first on the Nintendo Gamecube?
- What do you think about Sega making games for Nintendo's Game Boy Advance?

"I don't have Gold and Silver yet, but I know which Pokémon is my favourite. It has to be Wooper... he's so cool! His funny little ears are really, really cute."

Kate Jones, Brighton

■ Ahhhh! He's such a cutie. Don't you just want to take him home with you? I know I do... **Rich**
■ Pass me the sick bag. **Dave**

"I still love Pokémon, and I'm sure I'll get Gold and Silver when they come out in this country. Pokémon is the most amazing thing in games for years and years."

Jacob Ratner, Surrey

■ Pokémon's certainly one of the most original games ever, and I think we'll be seeing more of it over the next year or two. **Rich**

MARIO'S WINNER!

"With the release of both Gamecube and GBA on the cards this year, has anyone stopped to think that we've come from the humble NES to this in little under 20 years? I think we'll be playing virtual reality death matches by 2021. I'm worried that the race for superior consoles is going to hinder the development of quality games, because five minutes later there'll be a new system to develop for."

Alexander Kinsey, Alfreton

■ The progress in games and machines is staggering, who knows where it will all lead? Virtual reality games would be totally awesome. **Rich**
■ Nintendo will always focus on quality titles and, because the Gamecube and GB Advance have been designed JUST to play games, you can bet that there are loads of quality adventures just around the corner. **Dave**

"Why do people keep referring to shoot 'em ups as the best games, when all you have to do is stick a gun on the screen and put some baddies in. Platform and adventure games are more engrossing and enjoyable."

Andrew Reeves, Solihull

■ I think there's a little more to it than just sticking a gun on the screen and putting in some baddies. Games like Perfect Dark are amongst the finest ever made. **Dave**

■ Yeah, Andrew! That told you! **Rich**

MARIO'S WINNER!

"Don't you think the Gamecube would rule even more if it had a special cartridge port in which you could play all the classic Nintendo 64 games? Why say goodbye to the Nintendo 64, when it could be given a new lease of life on Gamecube?"

Anthony Henderson, Sunderland

■ It's just not possible for that to happen, as the two machines work in very different ways. But just because Gamecube is on the way doesn't mean you have to get rid of your N64. **Rich**

"When I heard that the Total Test section was going to be redesigned I was worried, as it was the bible for N64 owners. But now it's much better as the games featured are the ones you need to buy. If it isn't in the Awesome Collection, it isn't worth owning."

Jerry Muncure, Dundee

■ Why feature cack games when you can use the space to feature all the games you should own? **Dave**

"My game of the year would be Goldeneye, even though Perfect Dark beats Goldeneye with its gizmos and gadgets. But Bond's multiplayer is awesome, plus the gameplay is thrilling."

Kai Lau, Harlow

■ There was much heated debate in the NOM office over which was better, Perfect Dark or Goldeneye. And after much debate we decided that... we can't decide! **Dave**

"Is it true that Sega is merging with Nintendo, as there are rumours on the Internet? On TV it said Sega can't compete with the amount of consoles Nintendo has sold. Nintendo has sold 30 million N64s to the Dreamcast's nine million. Please put me straight."

Ryan Walter, Sutton

■ Shock, horror! It's true, Sega's going to make games for GBA and Gamecube. For the full story turn to page 86. **Dave**

Game or lame?

Everyone in the world knows that Nintendo Official Magazine readers are the cleverest and most imaginative people on the planet!

So it's no surprise that we've been inundated with corking game ideas for our new Game or Lame section! Keep your ideas flooding in because we love to hear all about your weird and wacky game ideas...



Name

Game name

Gary Darkin

Zelda on Horseback

What's it about?

It's a racing game that, surprise, surprise, uses horses rather than cars!



Who's in it?

You'll be able to race as the likes of Link, Ganondorf and Zelda, on a variety of tracks set in Hyrule and Termina. There'll also be characters that have to be unlocked.

How does it work?

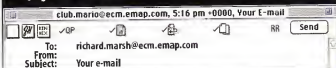
The tracks are littered with weapons that can be picked up by riding over them. You'll be able to use arrows and bombs to slow down the chasing pack. There's a one player tournament plus a multiplayer mode. You'll have a whip to use, but only five times every 30 seconds.



NOM thinks...

This is a pretty decent idea. We can think of loads of great locations for the races, and the weapons are a nice touch. It would be cool if the different characters had unique characteristics.

Your e-mail



Before you send us your e-mails, check out the red box below. Follow these simple rules and you'll get a reply quicker!

"I have a great GBA idea. Why don't Nintendo make a lead for the GBA that goes into your TV so you can play it on the big screen! That would kick ass so much!"

Alex Vaughan

■ I suppose so, but isn't the whole point of GBA that it's portable?

"I read a rumour that Perfect Dark 2 will be released in October this year along with the Gamecube. Before you say anything, I saw an ad in a magazine last Summer about Rare looking for people to make Perfect Dark 2. Plus remember the Gamecube demo of Perfect Dark. Do you think this rumour could be true?"

Craig Miller

■ I think it's looking likely, but NOTHING has been confirmed! But the success of Perfect Dark makes us think they'd be stupid not to.

"I think it would be cool if you gave web addresses for the different games that you review. You could put them at the end of each review and in the Awesome Collection so that we can see screen shots full screen and get more info about games that you have already reviewed."

Donal Meehan

■ That's a fine idea, young Donal, and one we're seriously considering. As they say, 'watch this space'.

"Will there be a FIFA game for N64 or Gamecube ever again? I see the PlayStation and PC always getting FIFA games."

Michael Thompson

■ Electronic Arts has said that it'll make games for Gamecube, so a FIFA game is on the cards.

"Where can I find a copy of Excitebike 64? I've been looking since I saw the review in NOM, but I can't seem to find it in the shops."

Michael Kellythorn

■ It was supposed to come out last September! It's out this June.

A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

Answers

Who's the best...?
 (1) Mario (2) Link (3) Zelda (4) Kirby (5) Ness (6) Luigi (7) Yoshi (8) Wario (9) Waluigi (10) Bowser

The Big Question
 (1) Mario (2) Link (3) Zelda (4) Kirby (5) Ness (6) Luigi (7) Yoshi (8) Wario (9) Waluigi (10) Bowser

Answers
 (1) Mario (2) Link (3) Zelda (4) Kirby (5) Ness (6) Luigi (7) Yoshi (8) Wario (9) Waluigi (10) Bowser

"Is there going to be an Excitebike game for Game Boy. It would be cool if you could trade secret stuff onto the Nintendo 64 version via the Transfer Pak."

Timmy Chan, Merseyside

■ There's no Excitebike planned for GB. If you're into motorbike games, check out Supercross Freestyle on Game Boy Color. **Rich**

"Thanks a lot for the great day at Hampden Park on the Pokémon Tour. I loved battling Trainers and the excitement of getting Mew, twice! Next time Mr Rich I will turn your Mewtwo into a frozen ice statue. I'm sure Darryn Van Vuren was scared just looking at me!"

Vamie Purvis, Coatbridge

■ Thanks to everyone who made it along for the Tour, we love getting out of the office and meeting the Nintendo nation... and whupping Trainer butt, of course! **Dave**

■ We're already itching to get on the road again, so hopefully we'll see you all again very soon. **Rich**

MARIO'S WINNER!

"Tell Chris Yates, who wrote to you in issue 101 moaning about Majora's Mask, that he's a class 'A' muppet! In Ocarina of Time, Link receives two Ocarinas, one from Zelda and one from Sarina. Even though he gives Zelda her Ocarina back, he still has the one from Sarina."

Ryan Davies, Cardiff

■ Duh! I bet Chris Yates wishes he'd never written in! **Dave**

■ I suggest Chris 'Muppet' Yates should write a letter of apology to all the people he's offended with his lack of Zelda knowledge. I'm personally disgusted! **Rich**

"I bought Pokémon Red and Yellow, and I'm not sure whether to get Gold or Silver as they look very similar. What do you think?"

Nathan Calderhill, Durham

■ For answers to that question, turn to page 12... **Rich**

WWF Superstar interviews

If you love WWF, you're about to love NOM that little bit more!

From this month we're dedicating our final page to the world of WWF. Every month you'll get all the latest news, views and gossip, as well as collectable fact sheets and posters. On top of that, we'll also be interviewing some of the biggest stars, and that's where YOU come in.

We'll be interviewing the likes of Kane, Undertaker and Mankind, and we want your questions for them. Decide which WWF star you want to hear your posers, then send us FIVE questions for them. We'll pick the best and ask them on your behalf.



"If you want to know how to become a WWF superstar, write in and ask me!"

"Do you want to know how I got into wrestling, or what I did before I was a wrestler? Get writing!"

Send your questions to the usual Club Mario address, but please remember to put at the top of the address, 'WWF Questions'.

"There are two rumours on the Internet about Nintendo. Is it true that Perfect Dark 2 will be called After Dark? And will Sega be making games for Game Boy Advance? Please tell me!"

Aaron Connor, Manchester

■ Although neither Rare nor Nintendo have announced a sequel to Perfect Dark, we think it's pretty much guaranteed to happen. As for Sega making games for GB Advance, turn to page 86. **Dave**

"I thought Pokémon the Movie 2000 was a load of old crap. It hardly had – in fact, did not have – any of the new Pokémon from Gold and Silver. The only good thing is I managed to flog the Mew card that I got."

Sandra Kenny, Brixton

■ No new Pokémon? What about Lugia and Slowking? **Dave**

■ Don't worry, there are more Pokémon films in the pipeline, all bursting with new beasts from Gold and Silver. **Rich**

NINTENDO TOP 100

THE READER VOTE

You've read about NOM's Nintendo Top 100, and now it's your chance to have a say. Get voting!

Time to vote

We had a massive response to our Nintendo Top 100 in issue 100, so we're going to let the Nintendo nation grab a piece of the action.

Over the next few months we'll be taking YOUR votes for the Nintendo Top 100, and printing the

definitive list in a future issue of NOM.

Don't worry though... we don't want you to vote for 100 Nintendo things! Instead, we only want you to fill in the entry form on this page.

So grab a pen and get writing. Your vote counts!

What to vote for

The NOM 100 is a little different to other charts because it doesn't just focus on games.

Instead, it covers ALL the coolest Nintendo stuff from the past and also looks forward to the future. We want you to vote for your favourite 10 Nintendo things, and these will be used to compile the list. Here are a few suggestions of things you might like to vote for...

- NES, Super NES and N64 games
- Nintendo heroes
- Nintendo villains
- Issues of NOM

- Magical moments
- Multiplayer games
- Anything else that's both cool AND Nintendo related

Nintendo Top 100

Reader Vote

Please complete this form and send it to us at the usual address, which you'll find on page 3. You can copy this form onto a piece of blank paper if you like, or you can photocopy it. However, you MUST mark your envelope clearly with the words 'NINTENDO TOP 100 VOTE'.

Name

Address

■ My all time Nintendo Top 10 is...

- | | |
|----|-----|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | 10. |

■ There'll be a prize for anyone whose vote matches the final Top 10, so make sure your writing's clear and easy to read.

BLAG FEST

Welcome once again to the home of the best competitions in the land. If you're up to the challenge we've got some amazing prizes to win. Good luck to you all...



Going for gold

Out hats go off to the gaming lords at Nintendo who have given us three copies of Pokémon Gold and Silver to win. With 100 new Pokémon to catch, you'll be up all day and night nabbing all the little blighters, so give this question a try and you could bag yourself a copy...

Q Which Pokémon's Japanese name is Ootachi?

- A** Alpom
- B** Ledyba
- C** Furret





The bat is back

The original Batman might be on his last legs, but there's a new hero to throw on the famous cape. Thanks to Warner Home Video we've got five copies of the Batman of the Future, Return of the Joker to brag and you can watch his latest adventure if you answer this correctly. Good luck!

Q Mark Hamill, the voice of the new Batman, played which character in Star Wars?

- A** C3PO
- B** Han Solo
- C** Luke Skywalker



Monster mania

They burp louder than your Dad and they're more slimy than a greeny from your nose. Yup, the Boglins are here and we've got five of these mad monsters to win. Just grab yourself a pen and paper and give this belting question a try. Go on, you know you can win...



Q Which sea monster supposedly lives in a famous Scottish loch?

- A** Nessie
- B** Messy
- C** Jessie

Flying high we'll touch the sky

I thought I saw a pudgy cat! You've got a heart of stone if you don't like Tweety Pie and our hats off to our mates at Warner Home Video. They've given us five copies of the side splitting new cartoon Tweety's High Flying Adventure. Remember, though, you've gotta be in it to win it.



Q Who is Tweety Pie's owner?

- A** Granny
- B** Nanny
- C** Auntie



How to win ►

1. Print your answer on a postcard or the back of a folded sheet of paper.
2. Add your name, address, phone number, e-mail address and home address.
3. Send to: Nintendo, c/o Club Mario, c/o Warner Home Video, 10000 Sunset Boulevard, Suite 1000, Los Angeles, CA 90068.
4. Lucky winners will be chosen every first week!

POKÉMON

CENTRE

Nintendo
Official
Pokémon
Master

Time for more madness from NOM's Pokémon Tour. If you beat a Master, see if you can spot yourself in one of these pics!

Send all your Poké stuff to:
Pokémon Centre
Nintendo Official Magazine
Angel House, 338-346 Goswell
Road, London EC1V 7QP

Round two!

With the first week of beastly battles behind them, the NOM Masters were exhausted... but the Tour was far from over!

Ipswich and Southampton were the next dates on Nintendo Official Magazine's nationwide Tour, and the Trainers there were itching to battle Dave, Tim and the other Masters. And we were ready for 'em!

Neither of these cities had been visited by a NOM Tour before, so everyone who came along was desperate to topple one of the NOMsters.

But it wasn't easy. After battling hundreds of Trainers across the UK, the NOM Masters were primed and ready to crush all challengers. Bring it on!



▲ Loads of Trainers came along to the Ipswich Tour date to take the NOM challenge.

The NOM Masters

Loads of NOM Masters made the effort to go on Tour this year, and we even had the Poké World Champion, Darryn Van Vurren, on our side. And very few people managed to beat him!

Rich took a break from the Southampton and Ipswich dates, but you can read about his antics in London next month.

Barry and Alex from the Masters – the guys who write all NOM's tips and guides – came along to these Tour dates, where they managed to kick ass all weekend!

Dave McComb

399 HP



Magazine Editor. Length: 5' 8"; Weight: 110 lbs

Pokémon of choice: Dave, stuck with his fearsome Lv 100 Mewtwo which did so well in last year's Tour. Blitzard was his move of choice, but he had a sneaky Swift ready for people who tried to use Double Team against him.

Dave doesn't like being beaten. In fact, he'd rather make a young child cry than admit defeat in a Pokémon duel. He's a brat, you know!

Michael Jackson

388 HP



Rich guru. Length: 5' 10"; Weight: 140 lbs

Pokémon of choice: High Kickin' Kung Fu King Michael Jackson wanted to use a Psychic Type, but he had the thought of using a Mewtwo all day. His awesome Alakazam had a great range of moves and kicked ass at all Tour events.

Like his famous namesake, Michael Jackson's a bit of a diva. His attacks may be off the wall, but there's no doubt about it – he's badass!

Alex C

375 HP



All-ways Editor. Length: 5' 10"; Weight: 140 lbs

Pokémon of choice: Alex C wasn't going to risk defeat, so he brought his best Mewtwo. He was so successful that he gave up halfway through the day to operate the blow machine. Give him more of a challenge, Pokémonmaster!

Alex C is the NOM tips guru, so you need to be a Master to beat him in a Poké duel. He knows all the best battle tricks, and he won't let anyone beat him.

Darryn Van Vurren

416 HP



7x Poké World Champion. Length: 5' 2"; Weight: 160 lbs

Pokémon of choice: While the NOM Masters insisted on one-on-one battles, Darryn fought in a variety of styles. He even battled a few challenges using Gold and Silver creatures! He was very rarely beaten in a Poké duel.

Aside from being frozen occasionally, Darryn was unstoppable on the Pokémon Tour. Even Master Dave was too scared to challenge him!

Barry Zoeller

380 HP



Batters writer. Length: 5' 11"; Weight: 160 lbs

Pokémon of choice: Barry only recently discovered the joys of Pokémon, so he couldn't wait to try his Lv 100 Alakazam against the might of NOM's loyal readers. For a newcomer to Poké duels, he put up a very brave fight.

Barry writes the Official Tips for NOM, so he's not just a gamer. With guidance from Alex C, Barry has started a training routine to become a Poké Master.

Tim Street

342 HP



Copy Editor. Length: 5' 8"; Weight: 140 lbs

Pokémon of choice: Tim was a brave soul. Sick of using Mewtwo all the time, he decided to use his fearsome Articuno instead. Unfortunately, he fell foul of many Psychic attacks. Most people wanted to play Tim 'cos they knew they'd win!

Tim is the whipping boy of Nintendo Official Magazine. His Pokémon are well trained, but lose easily in one-on-one battles.

Ipswich, Corn Exchange, 13 January

Ipswich Pokémoniacs didn't get a chance to challenge the Nintendo Official Magazine squad at last year's Tour, so the Masters were flooded with challenges that fateful Saturday.

Most Trainers felt the wrath of NOM's well trained Pokémon, but a few wily challengers managed to beat Dave and get a Gold Badge.

Once again, Darryn was virtually undefeated at this Tour date, only losing a few battles because his favourite Pokémon was frozen solid... boo!!!

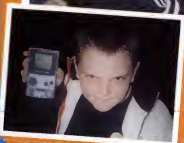


▲ Some Trainers brought along good luck charms.

◀ Here's Tim, about to suffer another defeat. He needs some more training!



▲ People who Dave beat earned themselves a Silver Badge.



◀ Oh, now we're scared! The Ipswich players were fierce.
▶ Everyone had a Poké great time!



Southampton, Novotel, 14 January

Southampton was Tim and Dave's last date on the NOM Pokémon Tour, so they put up an extra hard challenge.

Tim's Articuno was beaten senseless once more by hundreds of Mewtwos, but Dave's Psychic brute was on form.

If you managed to win a Gold Badge, well done! It won't be so easy to beat the NOMsters next time...

▶ It took them a few attempts, but this Poké pair finally managed to beat Dave in a tough duel.

▼ This family came along to crush Dave. He didn't stand a chance against this lot!

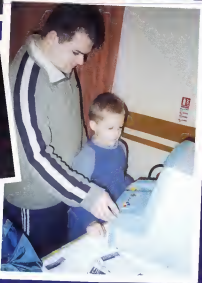


▶ Tim may lose most of his battles, but at least he's gracious in defeat. What a good sport Tim is!



▲ We had Trainers of all ages at the Southampton Tour date.

▶ The official Nintendo Mew machine was busy all day at Southampton, and we gave away hundreds of them to eager Trainers. Aren't we generous...?



Nintendo News

✓ We promise to bring you the best info on N64 and all Nintendo News. We tell you the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

NINTENDO⁶⁴

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Infernal Machine p80
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GAME BOY ADVANCE

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Sonic Advance p86
Chu Chu Rocket Advance p86
Puyo Puyo Advance p86

GAME BOY color

The Simpsons Treehouse of
Horror p84

Paper Mario

Game Info

By: Nintendo
Type: RPG
Release: Late 2001



Hold onto your red plumber's caps, Nintendooids! Mazza's back, in his first real N64 adventure since Super Mario...

Mario and Luigi have been invited to Princess Peach's castle for a special lunch where delicious cakes and sweets are on the menu.

Soon after Mario meets Peach, the castle grounds begin to shake violently. Suddenly, the whole castle is lifted into space!

Of course, big bad Bowser's behind this latest Princess-napping, and it's up to Mario to rescue her... again! Time to bounce into action and use all Mario's skills to save the day.

• Mario's back! • Cool RPG action • Nintendo heroes

Take it in turns

Like Pokemon, the combat system in Paper Mario is turn-based. After you smack your opponent, you have to wait while they take their turn and hit you back. Ouch!

Mario can highlight special strategies to try and make the battle easier, or use meaty weapons to tackle his foes. Here's how the system works...



▲ Before he can unleash an attack, Mario has to choose his next move from this rotating list.

And when I use the Star Rod to increase my strength, even you can't beat me, Mario!



▲ You can also use weapons in battle. Unfortunately, your enemies can do this, too! Put that wand down, Bowser!

► The Mario brothers leave home. You can tell it's their house by the big 'Mario' sign above the door. How Nintendo...



▲ Ah, it's good to be back! We haven't been in Peach's castle for a long time.



▲ That villain Bowser has a magic wand which makes him even more powerful. Mario doesn't stand a chance in this battle!



▲ The flat characters get to explore gorgeous 3D worlds. Paper Mario's an awesome looking game.



▲ The lovely Princess Peach is back in this new Mario adventure, but it looks like she's lost a little weight...



We think...

This is one of Mario's best! UK gamers never got a chance to play Super Mario RPG on the Super NES, but Paper Mario is every bit as good, and better.

Indiana Jones and the Infernal Machine

● The original Tomb Raider ● Top graphics ● Great characters ● Loads of puzzles to solve

Game Info

By: **THQ**
Type: **Adventure**
Release: **April**



We've got a fresh batch of screen shots for Indiana Jones and the Infernal Machine. We'll be reviewing the game next issue to see if Indy's all he's cracked up to be...

The Infernal Machine is an N64 version of the PC game released last year. The story centres on Indy's search for the missing parts to a mysterious and hugely powerful machine called the Tower of Babel.

The Russians are after the machine parts too, meaning that there'll be a fair amount of fighting as well as exploring, plus some tricky puzzles to solve. Naturally, the game features all the moves you'd associate with Indiana Jones, including his trademark whip and pistol.

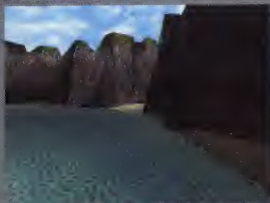


▲ Move over Lara! The original tomb raider is back, in one of his most dangerous quests.

► The locations in the Infernal Machine look amazing, especially this secluded beach.



▲ These tombs may look empty, but you can bet that they're crawling with enemies to blast. Don't let your guard down!



▲ What on Earth could have made a web this big? Looks like Indy may have to battle some giant spiders!



▲ If you squint at this shot, you'll see Indy standing near the back of the beach. The graphics are awesome!

We think...

We're definitely looking forward to giving this game a full play test as there's nothing else quite like it on the N64. Indy looks like he's going to be the business!

Win GBAs with NOM

We want one, and we bet you do too! So don't forget to buy NOM next month as we've got an incredible competition to win **TWO GBAs** and all the Japanese launch titles. Aren't we good to you! We're on sale from 12th April. Don't forget...



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Craig David 100117	Craig David 706813
EMINEM 100155	It Cool I 706814
blu 100180	osis 100121
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sasha 700550	Wyness Hall 706894
706803	BUNGALOW 705076
705379	705081
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other cool stuff

705553	705594
200106	705549
200145	705547
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706773	705521
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705549	707460
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705447	705447
100097	100295
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- 913126 Modjo — Lady
- 913126 NELLY — COUNTRY GRAMMAR
- 913071 Ricky Martin — She Bangs

- 907432 Sasha — If You Believe
- 907433 Savage Garden — The Best Thing
- 907434 Savage Garden — I Knew I Love You
- 907435 Savage Garden — Truly Madly Deeply
- 907436 Selena — I Could Fall In Love With You
- 907437 Selena — Dream Of You
- 913174 JENNIFER LOPEZ — LOVE DON'T COST A THING
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913113
BAHA MEN

- 913068 Spice Girls — Holler
- 913061 Westlife — My Love
- 480010 G'NR — SWEET CHILD 'O MINE
- 480009 Dr Dre — No Diggity
- 480014 Limp Bizkit — Rollin

- 913139 Craig David — Walking Away
- 913092 Limp Biscuit — My Generation
- 913058 Sonique — Sky

- 407363 Limp Biscuit — Re-Arranged
- 407364 Lou Bega — Mambo No. 5
- 480027 USHER — POP YA COLLAR
- 407366 M2M — Don't Say You Love Me
- 917025 Spiller — Groovejet
- 407368 Madison Avenue — Don't Call Me Baby
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Aidyn Chronicles

The First Mage



Game Info

By: **THQ**

Type: **RPG adventure**

Release: **To be confirmed**

● **Huge worlds to explore** ● **13 playable characters**

If you're on the last boss in Legend of Zelda, Majora's Mask, don't fret. There's another top RPG on its way to your Nintendo 64.

In Aidyn Chronicles, The First Mage, you play Alaron, an orphan who was taken in by the king of his world and raised as a powerful squire.

While patrolling the king's lands, Alaron is attacked by a group of goblins and left for dead. Luckily, he's found and nursed back to health by the wise woman, Oriana but, for some reason, the goblin's poison won't leave Alaron's system. He just stays sick!

Alaron's only hope for survival is to travel across his mystical world to find the Mirari, an ancient race whose magical powers will return him to perfect health. And that's where you come in...

Fight club

Unlike the real time sword fights you've seen in Zelda, Aidyn features a turn-based combat system, much like Pokémon on your GB.

Players take turns hitting each other, which makes for long, tactical battles, rather than hacking and slashing your way to victory.



Alaron begins action



▲ Alaron strikes, then waits for his foe to take his turn.



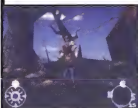
Sholeh killed

▲ Use spells and you'll have no trouble winning!

Worlds of wonder

Like all good RPGs, Aidyn Chronicles features a wide variety of worlds to explore.

Each location offers unique challenges, and dozens of opportunities for swashbuckling fights with the local monsters. You'll be exploring this game for months!



▲ Wilderness

This is where the adventure really begins, but make sure you watch for evil goblins lurking in the shadows. They're bad!



▲ Desert

Some adventures take place between the shifting sand dunes, but there's always danger lurking underneath your feet...



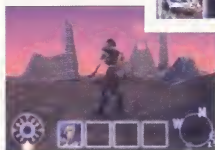
▲ Sea

For some adventure tasks, Alaron has to take to the high seas, paying local fishermen to ferry him across the waves.



▲ You'll spend ages wandering between castles and meeting locals.

► There are hundreds of monsters roaming around Alaron's world, and you'll need to work out some decent battle tactics to beat 'em all.



▲ The game has an internal clock, which means that the time changes from night to day.



We think...

Aidyn Chronicles has been in development for a long, long time, and it's shaping up to be an N64 RPG to rival Link's quests. If you fancy some swords and sorcery this summer, this could be just the game for you.

Rayman Advance



● Fantastic colours ● Link up capabilities

Game Info

By: **Ubi Soft**
Type: **Platformer**
Release: **TBC**

Not a month passes without news of another game for GB Advance. The latest title to be confirmed is Rayman, the smash hit platformer from Ubi Soft.

Based on the widely acclaimed platformer, Rayman Advance is one of the most colourful titles we've seen on GB Advance. Again, it's limbless Rayman against the evil Mr Dark. He's captured Rayman's pals, the Toons, cueing a rollicking platform romp. Not only that, but Rayman Advance will feature a Capture the Flag game for two players via a link cable. Take a look at this...



▲ Rayman's looking as cool as ever, with a huge overload of colour. It's incredible to think these shots are for a handheld console.



▲ You'll be pleased to hear that he still hasn't got arms or legs.

We think...

With over 2.7 million pre-orders for GB Advance in Japan, the machine's looking like a super smash already. And with games that look as good as Rayman, it's not hard to see why there's such a buzz surrounding GBA.

Fast News

● The Matrix on Gamecube?

Interplay has announced a Matrix game for all next generation consoles. Although details are sketchy at the moment it's thought that the game will be a 3D action adventure. Hot stuff!



● Metroid to be a FPS

Metroid, one of the most highly anticipated Gamecube titles, may have changed from a third person adventure to a first person shooter, in the style of Goldeneye and Perfect Dark. Many of the people involved in making Metroid were previously part of the team behind smash hit blasters such as Quake.

● Game Boy Advance to hit US in June... a month early!

The launch date for GB Advance in the US has been brought forward a month. It's now due to hit the shelves on June 11. It's not known whether this will effect the European launch date, although it's good news for people planning to buy an import GB Advance.

● Can GB Advance run Windows Millennium Edition...?

One of our eagle eyed readers sent in shots of a GB Advance running Microsoft's Windows Millennium Edition! Neither Microsoft nor Nintendo can confirm whether it's a hoax or not, but how cool would it be if you could send and receive e-mails on your GB Advance?

NEW FOR
GAME BOY
COLOR

The Simpsons Treehouse of Horror

Everyone's favourite cartoon family are on their way to GB Color.

Yep, Homer, Marge, Lisa, Bart and Maggie are about to get portable in an adventure based around their hilarious Halloween episodes. You'll be able to pick from three playable characters, too.



▲ Being a Simpsons' game you just know there'll be laughs galore.
◀ Bart's up to no good in this Halloween based action game. Ay Carumbal



● Four player Mario Bros. Advance is on the way!

Mario Bros. Advance will definitely feature a four player mode. The battles will take place in an arena like the one in the classic Mario Bros. game. Only one cart will be required, with data being downloaded onto the other linked GBAs.

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The Sega saga

● The real story ● Incredible news

There have been some wild rumours flying around about Nintendo and Sega, some of which are true and others complete rubbish. Get ready for some amazing news, and the truth...

■ It's true that, as of 31st March 2001, production of Dreamcast consoles will stop forever. From then on, Sega will become a video games developer, making titles for, amongst others, Nintendo.

■ It's true that Sega will release a Sonic the Hedgehog game for Game Boy Advance, along with two other GBA games, Puyo Puyo, the popular puzzle game, and Chu Chu Rocket, a mad action puzzler. Chu Chu Rocket will be released at the same time as the GBA in Japan (March 21st), with Puyo Puyo following in the summer and the Sonic game in Autumn.

■ It's also true that Sega and Nintendo are working together on a top secret RPG for Gamecube. According to high level sources, Sega already has complete development kits for Gamecube, and is fully committed to bringing several games to Nintendo's super console. Isn't that cool!!

■ What's definitely NOT true is Sega being bought out by Nintendo (or anyone else), although there were apparently some negotiations. It's not true either that Sega has gone completely bust!

▶ Sonic on a Nintendo machine? Strange but true, and what a game it could be. Could it spell the end for Mario? Don't be silly!



▲ No more mention of the Dreamants, Nintendo, they're on our side now! Chu Chu Rocket Advance is looking good.



▼ We're sure that there'll be more Sega announcements very soon. Hold tight...



▲ Mice, rockets, cats and fun, what more could you ask for? The aim of the game is to direct mice into rockets, while avoiding the attention of cats. Sounds mad, and it is!
 ▲ Puyo Puyo is a much loved Sega game, that plays like a cross between Tetris and Bust A Move. The GBA version is said to have a link up mode, which sounds cool.

We think...

Who would have thought that Nintendo and Sega would ever work together? But we think this is nothing but good news for Nintendo, as Sega has always been committed to quality games, boasting exciting and innovative titles such as Sonic and Crazy Taxi. If games like these appear on Nintendo's next consoles, it will help Gamecube and GBA succeed. Be happy, very happy...

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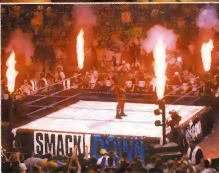
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Factfile

From Unknown

Height 7' 0"

Weight 326 lbs

Finishing move
Chokeslam

Did you know?

- Kane beat Stone Cold Steve Austin to become World Wrestling Federation Champion at the 1998 King of the Ring.
- He's been Tag Team Champion four times.
- 'The Big Red Machine' uses visions of fire to hurt his opponents.

KANE

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